

***SEPA10
10U and 12U
Baseball League***

LEAGUE GUIDELINES

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League Commissioner:

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ARTICLE I. LEAGUE COMMISSIONER

The Commissioner of the SEPA10 Baseball League shall establish the rules and regulations for the league.

The purpose of the league is to provide a competitive forum for our youth to hone their baseball skills while learning teamwork and sportsmanship.

ARTICLE II. TEAMS, PLAYERS & MANAGERS

- A. All registered teams may utilize an OPEN roster.
- B. All field equipment is the responsibility of the host team. Each team shall provide 3 new game-ball baseballs (with the host teams balls used first). Each team is responsible for their own equipment such as catcher's gear, bats, etc.
- C. Teams are encouraged to have matching uniforms. Where that is not possible, please at least try to match color schemes.
- D. All catchers must wear a catcher's mask and protective cup during practice and pitcher warm-ups including the game.
- E. No player shall wear metal-cleats.

ARTICLE III. PLAYER PARTICIPATION RULES

- A. Player ages are based on Cal Ripken and Little League age determination methodology.
- B. Typically, all players present shall be in the batting order. The players will bat in this exact order with no exceptions. Players arriving after a game has started will be placed at the end of the batting order. Free substitution is permitted with exception of the pitcher.
- C. As opposed to batting the lineup and using free substitution, at the discretion of each team's manager, a team may choose to only bat 9 (or 10 with an EH) and adhere to regular Cal Ripken baseball tournament substitution rules.
- D. There is no "must play" rule. Please seriously consider the purpose of this league before consciously choosing not to play a player.

ARTICLE IV. GAME PRELIMINARIES

- A. The area around the backstop will be kept clear at all times of all players, coaches, managers and spectators.
- B. Once the game is placed in the hands of the umpire, the umpire shall make all decisions regarding play.
- C. Coaching boxes may be manned by **coaches only**. Only a first and third base coach is permitted in or around the coaching box during play. Players acting as base coaches must wear a batting helmet.
- D. The umpire shall determine if a game is official after a sufficient rain delay or darkness.
- E. It is the responsibility of the HOME team to get an umpire; the teams will split the cost.
- F. In all rules not covered in this book, the latest official Babe Ruth League rules will apply.

ARTICLE V. GENERAL RULES OF PLAY

- A. 10u games shall be played on a diamond with a 46' 6" pitching distance and 60' baselines.
- B. 12u games may be played on a diamond with a 46' 6" pitching distance and 60' baselines, or a 50' pitching distance and 70' baselines. During the week prior to your game, please confirm the field size with the home team.
- C. League games shall be **six (6) innings**. Extra innings are permissible if sufficient time and daylight. Extra innings may require additional payment for the umpire.
- D. The infield fly rule is in effect as called by the umpire.
- E. Dropped 3rd strike:
 - 1. 46/60: Swinging or called third strikes whether held by the catcher or not constitute an out – that is, no dropped third strike rule.
 - 2. 50/70: Dropped third strike rule applies.
- F. The strike zone is as called by the umpire, normally from the armpits to the knees and slightly wider (at least on ball) than the plate on each side of the plate.

- G. The ball is live. For example, upon receiving a walk, the batter-turned-baserunner may immediately attempt to take 2nd base at their own risk.
- H. Runners may steal any base including home at their own risk.
- I. 46/60 specific base stealing rules:
1. Base runners must remain in contact with the base when a pitcher is in the area of the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball. This action of a pitcher and catcher shall in no way nullify a continuous play on the part of the offensive team, which must reach its natural conclusion.
 2. If a base runner leaves too soon, the umpire will call no pitch, the runner is returned to base and no out is recorded. Each team shall get one warning per game for leaving early. Subsequent violations will result in a dead ball and the runner called out.
 3. A runner on any base and in contact with the base may advance at his own risk to the next base (one base only) if the catcher overthrows the ball to the pitcher.
- J. A courtesy runner may be inserted for the catcher with two outs to help speed up play. This is encouraged but not mandatory. A courtesy runner may be inserted for an injured player. The injured player may return to the game and the runner may enter the game later. The courtesy runner must be the player who made the last out for the batting team. No courtesy runners for the pitcher will be allowed.
- K. Except for first base, baserunners SHOULD slide into all bases and home plate on all close plays, however, there is no "must slide" rule.
1. A close play is when the defensive player is in possession of the ball and is in a position where he can make a play/tag on the baserunner. The baserunner need not slide if the defensive player is not in a position to make a play. The runner must avoid malicious contact. The runner may avoid a tag by running around a defender, however if he leaves the basepath (3ft from direct line) he will be called out.
 2. CRASHING will NOT be permitted. In the opinion of the umpire, if a player attempts to jar the ball loose or crash into a player at a base or home plate, he is automatically out and will be immediately ejected from the game.

ARTICLE VI. PITCHING RULES

- A. No pitcher shall pitch more than **four (4) innings**. These innings must be consecutive. Any part of an inning pitched shall be considered a full inning.
- B. If a pitcher delivers one (1) pitch in an inning he shall be charged for one (1) inning pitched.
- C. It is left to the coaches to ensure that your pitchers are not overused throughout the summer and to monitor the number of innings pitched and pitches thrown. It is recommended that pitchers pitch no more than 8 innings in a week or 6 innings between any consecutive days. Please note: Little League recommends that 10U players throw no more than 75 pitches in a game and 12U no more than 85.
- D. A pitcher once removed from the pitcher position cannot return in the same game as a pitcher.
- E. Balks:
- 46/60: The "balk rule" is not in effect. If in the judgment of the umpire a balk interferes with the play of the game, he shall call "no pitch" and instruct the pitcher's manager of his mistake.
 - 50/70: Please discuss with the umpire prior to your game how you would like the umpire to administer balks – warning and reset or bases awarded.
- F. There is no limit on "number of hit batters" by a pitcher, but coaches are asked to use common sense.
- G. Manager or coaches crossing the foul line will have a time out called.
- H. Two (2) time outs or abnormal delays in an inning by a manager or coach for the purpose of conferring with a defensive player shall cause the pitcher's removal from the game.
- I. Intentional Walks
- 10U: An intentional walk is achieved by the pitcher notifying the umpire of his intent to intentionally walk the batter. No pitch is thrown. The batter is given 1st base and baserunners are advanced as appropriate.
 - 12U: The pitcher must throw the pitches.

ARTICLE VII. FIELD DECORUM

- A. No one shall question the umpire's decision. Managers/coaches shall not argue with either the umpire or any other team's coaches/parents. Violation of this rule shall lead to an inquiry by the League Commissioner and forfeiture of SEPA10 participation privileges.
- B. Each **manager** shall be responsible for the conduct of his coaches, players, parents and fans. Incessant derisive remarks directed at the opposing team, fans or the umpires will not be tolerated.
- C. The action of players, managers, coaches, umpires and league officials must be above reproach.
 - Managers and coaches are expected to act as role models for all players.
 - Un-sportsmanlike behavior will not be tolerated.
 - Complaints about chirping/complaining/whining and generally un-sportsmanlike behavior will be dealt with swiftly.
 - At his discretion, the umpire may remove a player, coach and spectator or declare a forfeited game.
- D. Misuse of equipment by the players (whether in disgust or not) shall not be tolerated by the managers, coaches, or umpire (s). The misuse/throwing of equipment shall warrant a warning and possible subsequent removal of that player or coach. The umpire shall be responsible for seeing that the team managers adhere to this rule.

ARTICLE VIII. OFFICIAL SCORING

- A. It is the responsibility of the home team to have an Official game scorekeeper at each game who shall confirm the score between innings with the visiting team's scorekeeper.
- B. If a game is protested or play suspended, the official Game scorekeeper shall make note of the exact situation at the time of the protest or suspension - including the score, number of outs, the position of any runners, and the balls and strikes on the batter.
- C. The scorer shall not make any decision concerning the official playing rules, an umpire's call or a game under protest.
- D. Whether or not scores are reported and posted will be discussed and agreed to by the managers of the SEPA10 each year.

ARTICLE IX. PROTESTS

- A. A protest shall be considered only if based upon the violation of a playing rule or the use of ineligible players. No protest will be allowed if based upon a decision involving an umpire's judgment.

- B. Protests shall be made as follows:
 - a. Within 24 hours of the completion of the game under protest, the protesting manager must notify the League Commissioner in writing via e-mail
 - b. The League Commissioner shall receive all protests.
 - c. Within 48 hours of the receipt of a notification of protest, the League Commissioner will provide a written decision.
 - d. The League Commissioner's decision shall be final.