

Smyrna Baseball League – 2011 Spring Season Rules

Smyrna Baseball League is governed by the BPA Official Rules as modified by the below local league rules. In the event a situation is not covered by either set of rules, the rules of Major League Baseball will be applied.

All COACH PITCH Divisions

1. Games will start at 5:30 p.m. and 7:00 p.m. on weekdays (and 8:30 p.m. on Friday's for 7-8 Division only as needed). Games will begin at 9:00 a.m. on Saturday and continue until all scheduled games are completed that day. The Board will schedule make up games as necessary on the next open dates.
2. Umpires shall designate the official start time and advise the scorekeeper of the time.
3. There will be a ten (10) minute grace period for late players. (NOTE: If the grace period is needed, the game clock nor the game itself will NOT start. The Manager needing the grace period shall inform the umpires immediately of the need.)
4. All games will have an official time limit of one hour and ten minutes (1:10). Games are played until the time has expired or the maximum innings has been reached, whichever occurs first. All coach-pitch divisions will play six (6) innings. No normal inning shall start after the time limit is reached. The next inning starts at the time the third out is called in the prior inning.
5. Interrupted Games – During the regular season, games that have not become official games shall be replayed in their entirety. Any tournament games that have not become official games shall be suspended and resumed from the point of interruption. A game shall be deemed official if either more than half of the innings have been played or forty-five minutes of the game time has elapsed. For all kid-pitch divisions more than half will be after four innings (or 3 ½ if the home team is ahead).
6. Suspended Game Resumption – when a suspended game is resumed each team shall keep their lineup the same. In the event a player that was in the original lineup cannot attend the resumed game that player may be replaced with a recruited player without penalty or may be skipped without an out being called (if the team still has nine players). If the situation exists that a regular member of the team was not on the lineup for the original game but is available for the resumed date that player (s) shall be used first to replace missing players.
7. All age divisions shall recruit from the next lowest age division for pick-up players. (Exception: The 5-6 Division shall recruit from their own division.)
 - a. Recruited players are to be used to bring a team up to nine players. A team may pick-up a maximum of three players for a game.
 - b. Recruited players shall be placed at the bottom of the lineup for batting. The first recruited player shall play defense in right field, the second in left field, and the third in center field.
 - c. If a coach has acquired a pick-up player and one of his own players arrives at the game, the pick-up player will NOT be removed from the lineup. The late arriving player and the pick-up player will be treated as a single player on the lineup and will alternate innings on defense and times at bat (note: the joined player from the team is required to play the same defensive position as the pickup player in this situation).
8. Each team bats the entire line up (All Players), but can only bat a maximum of 10 players in an inning or the entire lineup whichever is less.
9. Everyone plays defense each inning (that includes the entire team even if there are 11 players).

10. Each team will be allowed no more than four (4) adults in the dugout to coach the team and/or manage the dugout. No more than three (3) adults in the outfield while on defense.
11. Ejection / Player & Coach Suspensions:
 - a. If an umpire removes a coach from a game, that coach shall not be allowed to participate in his/her next played game. The coach must appear in a meeting with the SBL Board to review the circumstances of the ejection. A second ejection of a coach shall result in the coach banned from coaching for the remainder of the season. Offending coach does have the right to appeal before the SBL Board for reinstatement.
 - b. If a player is removed from a game that player will not be allowed to participate in his/her next played game. If the same player is ejected a second time during the same season, the player shall sit out his/her next played game or games until the player appears before the next meeting of the SBL Board to show cause why the player should be permitted to finish the season. Final decision will be at the discretion of the SBL Board.
 - c. If an action is deemed excessively malicious then the SBL League President can impose player or coach suspensions in addition to the ejection penalties listed above.
 - d. If an ejection occurs after the game has concluded then the penalty shall include the next two played games. (Reason is that an ejection during the game involves loss of time in two games where an ejection after a game is over would not.)
 - e. If a player is removed from a game for using profanity OR is caught using profanity anywhere within the jurisdiction of the Smyrna Baseball League (practice fields, playing fields, or anywhere else in the baseball parks) that player shall be subject to an additional suspension of one game. This same rule applies to the use of tobacco products by any player (regardless of age) while participating in league events. (Note: This penalty can be applied by umpires as well as any league board member that witnesses the incident.)
12. Base runners shall be obligated to slide at second, third and home base only if there is a legitimate play in process at the base. Upon the umpires discretion, any malicious contact by any player shall result in the offending player being out on the play and/or being ejected from the game. (No contact rule)
13. Each team must have nine (9) players to start a game. If any team falls below nine (9) players due to an ejection of a player then that team will forfeit. If the players are lost for any other reason (i.e. sickness, injury, etc.) then the team may fall to as low as seven (7) players to complete a game.
14. If a player leaves the game due to sickness or injury that players subsequent at bats will be passed over and are not an out. If a player is ejected from game or leaves by his or the coaches own choice then the subsequent at bats will be recorded as an out. Once a player is removed from the game he/she may not reenter the game. (Removed from a game means he/she misses a turn at bat – our free substitution rules allows defensive changes at any time and is not considered removal from a game.)
15. Bat slinging:
 - a. Player – if the same player has two (2) incidents during the same game, he/she will be called out and may be ejected from the game if the umpire feels there is malicious intent. While this is not an automatic ejection, the umpire ruling is final and may not be appealed.
 - b. An umpire can issue a Team warning if deemed appropriate.

All COACH PITCH Divisions - continued

16. When it is mathematically impossible for a team to catch-up the game shall be called by the umpires.
17. If a tie occurs, then one extra inning will be played to determine a winner. The international tie breaker rule shall be used. If no winner is determined then the game will end in a tie.
 - a. International Tie Breaker Rule involves the last batter of the previous inning, whose turn at bat has been completed, assuming a position on second base. This will be done at the beginning of each half inning, until, at the conclusion of a full inning a winner is determined or a tie is declared.
18. Coach-Pitcher Rules:
 - a. The coach pitcher must pitch overhand to his batters.
 - b. The coach pitcher must position themselves in a straight line at any distance between the pitching rubber (mid-point of the pitchers circle) and the plate. **NOTE: In 7-8 Coach Pitch Division, the coach-pitcher must position themselves with at least one foot in pitching circle to start their delivery to the batter.**
19. Specific Rules Governing Defensive Play:
 - a. Defensive Substitutions: A coach may request time to change his players defensive alignment one time in a given inning and only twice during the course of a game. If an umpire deems that the defensive substitutions are an attempt to delay the game the umpire can refuse to allow the substitution and resume the game.
 - b. Players to play their assigned positions: A player is not allowed to “chase” batters or runners from one position to another instead of throwing the ball. Players are NOT allowed to roll the ball from one player to another – they must attempt an overhand throw.
 - c. Player-Pitcher Requirements: The player-pitcher must position themselves with at least one foot inside the pitching circle. If the player-pitcher fields the ball in the circle, they must throw the ball to any base in order to attempt to record an out. They are not allowed to run and tag a player. If the player-pitcher fields the ball outside of the circle, they may only run and tag a runner attempting to advance on the half of the field that they field the ball. The “half of the field” is determined by an imaginary line running the middle of the home plate to second base. (For example: The player-pitcher fields the ball by the 3rd base foul line, they must throw the ball to the 1st baseman to attempt to retire the runner. They cannot chase the runner and tag him out as he would be crossing the half-way mark. He could have tagged a runner in this situation had they been advancing from 3rd base to home since he fielded the ball on that half of the diamond.)

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All KID-PITCH Divisions

1. Games will start at 5:30 p.m. and 7:30 p.m. on weekdays. Games will begin at 9:00 a.m. on Saturday and continue until all scheduled games are completed that day. The Board will schedule make up games as necessary on the next open dates.
2. Each Manager must sign the umpire's scorecard after each game. The completed card becomes the official record of the game score as well as the innings pitched for each player. Game cards must be signed when a game is interrupted as well even if the game is going to be replayed.
3. Umpires shall designate the official start time and record that time on the scorecard.
4. There will be a ten (10) minute grace period for late players. (NOTE: If the grace period is needed, the game clock nor the game itself will NOT start. The Manager needing the grace period shall inform the umpires immediately of the need.)
5. All games will have an official time limit of one hour and forty minutes (1:40). Games are played until the time has expired or the maximum innings has been reached, whichever occurs first. 15/18 Division will play seven (7) innings. All other kid-pitch divisions will play six (6) innings. No normal inning shall start after the time limit is reached. The next inning starts at the time the third out is called in the prior inning.
6. Interrupted Games – During the regular season, games that have not become official games shall be replayed in their entirety. Any tournament games that have not become official games shall be suspended and resumed from the point of interruption. A game shall be deemed official if either more than half of the innings have been played or sixty minutes of the game time has elapsed. For all kid-pitch divisions more than half will be after four innings (or 3 ½ if the home team is ahead).
7. Suspended Game Resumption – when a suspended game is resumed each team shall keep their lineup the same. In the event a player that was in the original lineup cannot attend the resumed game that player may be replaced with a recruited player without penalty or may be skipped without an out being called (if the team still has nine players). If the situation exists that a regular member of the team was not on the lineup for the original game but is available for the resumed date that player (s) shall be used first to replace missing players.
8. All age divisions shall recruit from the next lowest age division for pick-up players. (Exception: The 9-10 Division shall recruit from their own division.)
 - a. Recruited players are to be used to bring a team up to nine players. A team may pick-up a maximum of three players for a game (note: This limit is occasionally waived in upper divisions during the School Baseball season at the discretion of the board).
 - b. Recruited players shall be placed at the bottom of the lineup for batting. The first recruited player shall play defense in right field, the second in left field, and the third in center field.
 - c. If a coach has acquired a pick-up player and one of his own players arrives at the game, the pick-up player will NOT be removed from the lineup. The late arriving player (arriving late but before the start of the game) and the pick-up player will be treated as a single player on the lineup and will alternate innings on defense and times at bat

(note: the joined player from the team is required to play the same defensive position as the pickup player in this situation). A player arriving after the start of the game is not eligible to participate.

9. Each team bats the entire line up (All Players).
10. All players must play at least two (2) defensive innings before the end of the fourth inning.
11. Each team will be allowed no more than four (4) adults in the dugout to coach the team and/or manage the dugout.
 - a. While on offense, two coaches shall be allowed outside of the dugout in order to man the 1st and 3rd base coaches boxes.
 - b. While on defense, two coaches are allowed to be outside of the dugout, but must remain in close proximity to the dugout itself. Coaches on defense must ensure that they are not interfering in any way with the offensive coaches or batters in the on-deck area. Excessive coaching from the sidelines, especially to the pitcher, may result in a charged defensive conference (even if the coach does not go on to the field of play).
12. Ejection / Player & Coach Suspensions: Any time a player, coach or spectator is ejected from a game that person must immediately leave the park. If a player or coach, that person will not be allowed to have any further involvement in the game either via signals from outside the park or other electronic forms of communication. Any time an ejected person refuses to vacate the park in a timely manner the umpire has the discretion to end the game in a forfeit against the team of the ejected person. Additionally the person ejected is NOT allowed back in the park or on the field at the conclusion of the game in which the ejection occurred.
 - a. If an umpire removes a coach from a game, that coach shall not be allowed to participate in his/her next played game. The coach must appear in a meeting with the SBL Board to review the circumstances of the ejection. A second ejection of a coach shall result in the coach banned from coaching for the remainder of the season. Offending coach does have the right to appeal before the SBL Board for reinstatement.
 - b. If a player is removed from a game that player will not be allowed to participate in his/her next played game. If the same player is ejected a second time during the same season, the player shall sit out his/her next played game or games until the player appears before the next meeting of the SBL Board to show cause why the player should be permitted to finish the season. Final decision will be at the discretion of the SBL Board.
 - c. If an action is deemed excessively malicious then the SBL League President can impose player or coach suspensions in addition to the ejection penalties listed above.
 - d. If an ejection occurs after the game has concluded then the penalty shall include the next two played games. (Reason is that an ejection during the game involves loss of time in two games where an ejection after a game is over would not.)
 - e. If a player is removed from a game for using profanity OR is caught using profanity anywhere within the jurisdiction of the Smyrna Baseball League (practice fields, playing fields, or anywhere else in the baseball parks) that player shall be subject to an additional suspension of one game. This same rule applies to the use of tobacco products by any player (regardless of age) while participating in league events. (Note: This penalty can be applied by umpires as well as any league board member that witnesses the incident.)

All KID-PITCH Divisions - continued

13. No pitcher shall pitch more than the allowed number of innings per week as shown in the chart below. **The week starts on Monday and ends on Sunday.** Any pitcher pitching more than the maximum innings in a game must two (2) calendar days rest before he/she is eligible to pitch again. (Example: A pitcher in 9-10 division pitches two full innings and then throws a warm-up pitch in the third inning. That pitcher is now not eligible to pitch for two calendar days. If that game was played on Saturday morning, that player would not be eligible to pitch either Sunday or Monday as rest days.)

Division	Maximum Innings Per Week	Maximum Innings/Game without having to rest two days
9/10	6	2
11/12	7	2
13/14	8	3
15/18	10	7

14. There is a free substitution for all player positions except pitcher. Only the starting pitcher may return to pitch in the same game, as long as they remain in the game as a defensive player. If the starting pitcher is removed for a second time or the coach has made a second trip to the mound in one inning, that pitcher cannot return to pitch in that game.
15. If a starting pitcher is removed and returns in the same inning, it constitutes another inning pitched.
16. One pitch, whether as a warm up pitch or a pitch to a batter, shall constitute an inning pitched. (Exception: If an inning is interrupted and the game is suspended and resumed at a later date, the continuation of an in-progress inning shall NOT constitute an additional inning pitched for the pitcher.)
17. If the catcher misses the third strike “the ball is live” unless there are less than two (2) outs and there is a runner on 1st base. If there are less than two (2) outs, a runner is on 1st, and the catcher misses the third strike, then the batter cannot advance. **NOTE: This rule, known as the “dropped third strike rule” will NOT be used in the 9/10 Division.**
18. A coach may issue a walk to a batter by informing the home plate umpire. No pitches have to be thrown for an intentional walk.
19. **9/10 Division Only:** Base Runners must stay on base until the ball passes home plate or is batted into play. If a runner leaves too soon the umpire will declare a “dead ball” and the runner is called out. Once the pitcher, with control of the ball, has approached the mound AND runners are not actively attempting to advance, the ball becomes dead and no runner may advance until the subsequent pitch is thrown to the batter.
20. Base runners shall be obligated to slide at second, third, and home base only if there is a legitimate play in process at the base. Upon the umpire’s discretion, any malicious contact by any player shall result in the offending player being out on the play and/or being ejected from the game. (No contact rule)
21. In addition to the No contact rule, above, head first sliding is discouraged. The nature of a head first slide exposes both the offensive and defensive players to an increased likelihood of injury. While head first sliding is not illegal a needless head first slide can be judged to be malicious / intentional contact. As such the umpire can rule the runner out and/or eject him from the game for such actions.

All KID-PITCH Divisions - continued

22. If there are two (2) outs and the pitcher or catcher is on base, the manager may replace them with the player that has last completed their at bat. (Speed up rule) Note this rule does not apply in any “Extra Inning.” This is an optional substitution at the coach’s discretion, not a mandatory one. (Note: the player to be used is the last one that has completed their at bat and is not a runner. There has been some confusion over whether it is the last batted out, last out, etc.)
23. Each team must have nine (9) players to start a game. If any team falls below nine (9) players due to an ejection of a player then that team will forfeit. If the players are lost for any other reason (i.e. sickness, injury, etc.) then the team may fall to as low as seven (7) players to complete a game.
24. If a player leaves the game due to sickness or injury, that players subsequent at bats will be passed over and are not an out. If a player is ejected from game or leaves by his or the coaches own choice then the subsequent at bats will be recorded as an out. Once a player is removed from the game he/she may not reenter the game. (Removed from a game means he/she misses a turn at bat – our free substitution rules allows defensive changes at any time and is not considered removal from a game.)
25. Bat slinging:
 - a. Player – if the same player has two (2) incidents during the same game, he/she will be called out and may be ejected from the game if the umpire feels there is malicious intent. While this is not an automatic ejection, the umpire ruling is final and may not be appealed.
26. The “Run Rule” shall apply if the score meets the requirements below in the appropriate inning. The home team must be in the lead in order to call a game before an inning is complete. Run Rule applies as follows: 12 runs ahead after three (3) innings, 10 runs ahead after four (4) innings, and eight (8) runs ahead after five (5) innings.
 - a. In 9/10 Division there is a maximum of seven runs allowed in an offensive half inning. (Note: All runs that score after the 7th run on the same play shall NOT count.)
27. If a tie occurs, then one extra inning will be played to determine a winner. The international tie breaker rule shall be used. If no winner is determined then the game will end in a tie.
 - a. International Tie Breaker Rule involves the last batter of the previous inning, whose turn at bat has been completed, assuming a position on second base. This will be done at the beginning of each half inning, until, at the conclusion of a full inning a winner is determined or a tie is declared.
28. Jewelry: Metal rings, earrings, piercings, and non-breakaway necklaces / bracelets shall not be allowed. Any other jewelry that the umpire deems could cause injury will also not be allowed. Pitchers should never wear jewelry that can be a distraction to the batter and umpires will direct that such be removed.
29. Base / Mound Dimensions: The following table shows the distances by age division.

Division	Base Path	Pitcher’s Mound
9/10	65’	46’
11/12	70’	50’
13/14	90’	60’6”
15/18	90’	60’6”

Smyrna Baseball League – 2011 Season Rules

League Administrative Rules

This section describes rules that are administrative in nature pertaining to the expectations / operations of the league and related rules

1. Pre-game on field warm-ups – Essentially the 20 minutes prior to the start of the first game and the available time between games (usually 20 minutes, but not always) should be split equally between the two teams playing. Visiting team should take infield first so that at the conclusion of the home team on field warm-up the game will start. Umpires will NOT hold the start of the game in order to allow a team to complete warm ups as it holds up later games. Both team's coaches should be mindful of "sharing" the pre game warm-up time. A team not respecting the other teams warm-up time is NOT a game protestable situation, but a complaint should be forwarded to the appropriate division commissioner.
2. Concession Stand Work Required – each player has to be represented at least once during the regular season in the concession stand. Parents have the option of paying a fee in lieu of working the concession stand at the time of signups to excuse themselves from regular season work. If a player misses their team's assigned time, that player has to either pay the fee for missing the duty or arrange for a make-up time (arrangements for make-up times should be in advance of missing the scheduled time). The penalty assessed for not working their assigned time is that the player WILL NOT be allowed to participate in team games until the fee is paid.
3. Concession Stand During Tournaments – during the end of season tournament each team that wins a tournament game shall be required to provide a pre-determined number of workers for the concession stand for the next game. (Player buy outs for concession stand do not apply in tournaments.) Every effort will be made in scheduling the tournament so as not to have a team's concession duty and their next game happen at the same time. The penalty assessed for a team not providing workers is removal from the tournament (or a charged loss in the event of a double elimination tournament – it is not a forfeit of their previously played game).
 - a. Example: If a team wins a 5:30pm game on Thursday, that team must provide the number of workers immediately after their game for the 7:30pm games. If a team wins the 7:30pm game, that team must provide the workers for the start of the next day's tournament session.
 - b. Typically each team has to supply two workers (workers must be over 18 years old to be in the concession stand). But the exact number of workers to be supplied will be listed before the tournament starts.
4. Cutoff date for late signups: No late signups will be allowed after the week before the start of the regular season.
5. Player protections: Each team is allowed to "protect" a defined number of players in advance of the draft. A player that is to be protected must be listed on the coach's application. In a season with player evaluations, no player may be protected by a coach AFTER he has received his player number and taken the field to tryout on skill evaluations day. In a season without player evaluations, no player may be protected by a coach within three days of the draft. Note: Coaches children MUST be protected. It is not allowed to put a coaches child in the draft for the purposes of protecting another player and then expecting other teams not to select that player.

League Administrative Rules - continued

6. Protections Allowed by Division:
 - a. Coach Pitch Divisions 5&6 and 7&8 – Four (4) protections are allowed per team.
 - b. Kid Pitch Divisions 9&10, 11&12, 13&14, and 15to18 – Seven (7) protections are allowed per team. (No coach can protect seven of any one age.) Because of the relatively unique issues pertaining the 15 to 18 division the protect levels for that division is set before each season.
7. Proper Order for Resolving Complaints – throughout the course of the season issues arise in a variety of manners that require board involvement. When a situation arises, the proper chain of command should be followed in order to provide consistency and not overwhelm one volunteer in a given position. If the issue involves something during a game that needs immediate attention, the board member on duty should be found and the situation discussed immediately. If the issue is after the fact, or not in the immediate confines of the ballpark, the appropriate division commissioner should be contacted first. Both coaches and parents have the ability to continue to follow a “chain of command” in attempting resolve an issue. The chain of command is as follows:
 - a. Division Commissioner
 - b. Park Vice President
 - c. League President

Should the issue involve another specific element then the proper board member should be the first contact before a division commissioner. For example, an issue with sign-up is first addressed to the player agent, an issue with concession stand work should be directed to the proper concession manager, the need to address equipment issues should be directed to the equipment manager, etc.

In the event an issue is brought directly to a Vice-President or President that person will be redirected to first address the issue to the proper board member.

8. End of Season Rankings / Tournament Seedings are determined by the won/loss record of teams in the division. In the case that two or more teams finish the season with the same record the following tie-breakers will be used. First tie-breaker is Won/Loss record among the teams that are tied. If still tied, the second tie breaker will be Runs Allowed by each team among the teams that are tied. The third tie breaker will be Runs Scored by each team among the teams that are tied. Beyond that the overall Runs allowed and Runs scored will be used. Should a tie still exist then a coin toss will be used. When more than two teams are tied, each time a tie breaker eliminates a team the process will start over with the teams remaining.

League Administrative Rules – continued

9. Draft Procedures – each season approved coaches will be notified and a draft date/time setup for each age division. The following outlines the general provisions of a draft for each division:
 - a. Each team can have no more than 2 coaches attend the draft. Only one coach will be the designated spokesperson for that team.
 - b. Teams will then be listed on the draft board in selection order after a random drawing.
 - c. The first order of business is to equalize all teams in terms of number of players. This will take place in the draft order. (Example: If four teams only protect 2 players and the other teams protect 4 then those four teams will select their 3rd and 4th players in draft order until all teams have the same number of players.)
 - d. Once all teams have an equal number of player then the first full round of the draft takes place. The draft rounds are in serpentine order, meaning the first full round goes from 1st to Last, the second round goes from Last to 1st, and so on until all players have been picked.
 - e. For each division, a maximum number of players will be identified by age per team. This age split will be based upon the number of registrants of each age and coaches will draft according to these limits.
 - f. If a skill evaluation was used for the season, all players that attend the skill evaluation must be selected before any player in that age can be selected from the blind draft.
 - g. No trading of players is allowed after selection.
 - h. Parents have the right to request a player not be assigned to a given coaches team. If the player is selected by that team, the coach will be told to put that player back and select another. (No parent can “restrict” more than two coaches. This has been used in the past to try to steer an unprotected player to a specific team.)