

2018 South Central Youth Baseball Rules & Regulations

PLAYERS

Players must participate on the team nearest to where they reside or attend school. No All-Star or Rogue teams.
EXCEPTION: Any player who tried out and was cut from the team nearest to the residence or school will be allowed to participate with the team next nearest to residence or school.

In order to participate in a MSF State Tournament, you will have had to compete in a minimum of four regularly scheduled league or tournament games with the team whose roster you are on. Lack of four games played due to injury or illness is not an exception.

AGE DIVISIONS

<u>SCYB League</u>	<u>MSF</u>
a) 10-year old/current 4 th grade	born on or after May 1, 2007
b) 11-year old/current 5 th grade	born on or after May 1, 2006
c) 12-year old/current 6 th grade	born on or after May 1, 2005
d) 13-year old/current 7 th grade	born on or after May 1, 2004
e) 14-year old/current 8 th grade	born on or after May 1, 2003

- It is up to each community to organize their rosters either by age or by grade, but remember that MSF rosters are all by age.
- Players may only be on one team roster in each age group. A player can be on rosters in different age groups. Meaning an 11 year old can be on an 11U roster and a 12U roster, but they cannot be on 2 different 11U Rosters.
- Electronic rosters will be required of teams. Rosters are due to SCYB on May 21, coaches should carry a copy of their roster with them to each game.

**NEW FOR
2018**

Concussion Management Guidelines

A concussion is an injury to the brain and any injury to the brain is serious. It is caused by a blow to the head or a blow to the body resulting in an injured brain. Even a seemingly minor blow or jolt can cause a brain injury.

All umpires and youth coaches in Minnesota who officiate or coach games in which 18-under players participate, must have undergone concussion training within the past three years at the website provided below. Umpires and coaches should print and keep their certificate of completion in their possession.

Common Concussion Symptoms

- Headaches Nausea Vomiting
- Balance Off Dizziness Fatigue
- Sensitive to Light Sensitive to Sound Ear Ringing
- Numbness and Tingling Visual Problems Mentally Foggy
- Difficulty Concentrating Difficulty Remembering Confusion
- Nervousness Drowsiness Slurred Speech

Athletes should not return to play until:

- Evaluation and clearance by Health Care Professional
- Athletes must be symptom free at rest and during progressively demanding exercises.
- Athletes must remain symptom free upon returning to practice/play.
- Detailed Concussion Training is available at www.cdc.gov/headsup/youthsports/training/.

League Schedule & SCYB Responsibilities

1. League games will start the week of May 21, 2018 for 10u, 11u, 12u. May 29 start date for 13u, 14/15u.

- A. 11's & 13's leagues will play on Tuesday and Thursday *4th of July week, games will only be played Mon/Thu.*
- B. 10's, 12's & 14/15's leagues will play on Monday and Wednesday
- C. When registering, teams will have the option of choosing to play 1 or 2 games per week.
 - Since all teams in each league do not play the same amount of games, to determine seeding we will use the following process. You will earn 2 points for a win and 1 point for a tie and 0 if you lose. Ex. Team A is 7-1 and Team B is 12-4. Team A would have 14 points and Team B would have 24 points. Team B would be the 1 seed.
 - In the event of a tie in points, tie breakers are as follows: win %, head to head, total points against.

2. Game Schedule/Length of Games/Complete Games

- A. Game time is 6:15 PM unless changed by mutual agreement
- B. Games will be 7 innings
- C. No new inning will begin after 2 hours of play (5 inning minimum)
- D. A game is considered complete after 5 innings (5½ if the home team is ahead) due to inclement weather, 10-run rule (except 10 and 11 year old league), or if game has reached the time limit (finish the current inning).
- E. Games may be shortened by mutual agreement of the managers and considered complete if there are extenuating circumstances.
- F. Weather Delays/Postponements – If a game is not considered complete, and a mutual date cannot be found to play, the league director will determine if the game counts as a forfeit or not played. Coaches are expected to make every effort to make up the games, however due to the length of the season, sometimes it is not possible to find an open date or field.
- G. The home team will make the call on games cancelled due to the weather and must notify both the league director and opposing team's coaches by 4 p.m. of game day.
- H. Heat Index Policy – if the heat index is 105 degrees or greater at 4 p.m. of a game day, SCYB games will be cancelled. This call will be made by the league director & contacts will be e-mailed.
- I. If games are cancelled due to lack of available players, and no mutual date can be agreed upon to makeup the game, the team that originally cancelled will receive a forfeit.

3. Home Team and Coach Responsibilities

- A. Home team is responsible to supply umpires and game balls (1 new, 1 used)
- B. Make-up games must be arranged by the teams involved. If the teams involved cannot come to a mutual agreement, the game will be considered NOT played.
- C. Only players listed on the SCYB roster may occupy the team bench. One batboy and one scorekeeper may occupy the bench in addition to the team coaches.
- D. All coaches are required to be certified in concussion training. Go to <https://headsup.cdc.gov/> and take the required examination. It will take approximately 35 minutes to complete and is free. At the end of the training video/questionnaire, you will print a certificate stating you completed the training. You will then send a copy to the SCYBL Director via email. The certificates are good for 3 years and will be kept on file. You will not be able to coach if this training is not completed!
- E. It is up to the home team to report game scores. E-mail: ellw@waseca.k12.mn.us or call 507-837-5472 to report scores. Please include the age group, game date, winner and score. If a score is not reported it will be considered a forfeit loss by the home team. Have the scores in no later than 12 PM the following day.

4. End of Year Tournament will be held the weekend of July 13-15, 2018

- A. If a team chooses not to participate in the EOY tournament, the tournament hosts will not be reimbursed that portion of their fee.
- B. Each host community will provide a straight bracket tournament (2 game guarantee) and SCYB rules will be followed. **some formats may need to adjust due to # of teams**
- C. If 9 or more teams participate in the EOY tournament, it will be 2 days in length. If 8 or less teams participate in the EOY tournament, it will be 1 day in length.
 - The tournament hosts have the option to change this based on field space, volunteer help, etc.
 - All EOY Tournament games will be played on Saturday. If Sunday games are needed those games will not start before 12 PM that day.
- D. Seeding for tournament will be from league standings as of July 6, 2018.
- E. League director will provide seeding's to host communities
- F. All teams must commit as playing or not playing to the EOY tournament by June 4, 2018.
- G. League Director will pay the tournament host \$110 per team that enters the EOY Tournament.
- H. Combining a team- If a team has lost multiple players, for whatever reason, and that town has 2 or more teams in the same age category, but not enough players wanting to play in the EOY tourney, it will be up to the coaches in the tournament to allow the short-handed team to combine to make 1 team. **This is a special circumstance and does not happen often. League Director also needs to be notified and will make the final decision. The team adding new players, would become the high seed in the tourney.*

5. MSF State Tournament will be held July 27-29, 2018

- A. SCYB League gets one bid per age division in AA Leagues.
- B. We will use our standings from the morning of June 29 to determine who gets our bid.
- C. SCYB 14/15U League can only send a complete 14U team. If your team has used a 15U player, you are ineligible for the league bid.
- C. League Director will pay a \$50 stipend for each team that accepts the SCYB League bid.

SCYB Playing Rules

1. Players / Substitutions

- A. Teams are allowed to start the game with 8 players.
 - a. Given the fact that when the 9th spot in the batting order comes up, it is considered an out. If the 9th player shows in the middle of an inning, the 9th player must play the field for 3 consecutive outs before they are allowed to enter the batting order.
 - b. If due to injury or illness, a team may finish a game with 8 players, but when that player's spot in the order comes up, it will be an out.
 - c. A team reduced to less than 9 players due to ejection, a team shall be disqualified.
- B. If a team shows up to a game with 7 or less players, it will count as a forfeit.
- C. Free substitution is allowed in every league.
- D. Courtesy runners are allowed for catchers when there are 2 outs. The courtesy runner shall be the player making the last out.

2. Pitchers

- A. The SCYB league does mandate pitch counts and/or innings pitched.
 - a. It is expected that each community and coach be responsible for monitoring their own pitchers and look out for their safety and health of their arms. Please see the **Pitching Restrictions** below:
 - b. Allow adequate rest between calendar days depending on innings pitched or pitches thrown.
- B. Innings pitched
 - a. One pitch thrown constitutes an inning
 - b. Once a pitcher is removed from the mound, they may not return to pitch in that game.
 - i. At the EOY Tournament only, starting pitchers can re-enter as a pitcher.

SCYB Pitching Restrictions:

10U- 75 pitches or 3 innings per game, whichever comes first (cannot exceed 6 in one day)

11U - 85 pitches or 3 innings per game, whichever comes first (cannot exceed 8 in one day)

12U - 85 pitches or 4 innings per game, whichever comes first (cannot exceed 8 in one day)

13U - 95 pitches or 5 innings per game, whichever comes first (cannot exceed 8 in one day)

14, 15U - 7 per game, whichever comes first (cannot exceed 10 in one day)

If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half inning.



	<u>Pitching Distance</u>	<u>Base Paths</u>
10U-	45-46 Feet	60-65 Feet
11U -	45-46 Feet	60-65 Feet
12U -	52-54 Feet	70-75 Feet
13U -	52-54 Feet	75-80 Feet
14 & Up	60.5 Feet	90 Feet

3. Bats

10 - 14 year old teams:

Bats with a barrel larger than 2 ¼" in diameter must:

- i. Have the new 1.15 BPF approved stamp; or
- ii. Have a BBCOR stamp; or
- iii. Be a wooden bat

Bats with a barrel of 2 ¼" in diameter must:

- 1) Have the new 1.15 BPF approved stamp; or
- 2) Have the old BPF 1.15 mark; or
- 3) Be a wooden bat

15 year old teams:

Bats must comply with NFHS standards

Age/League Specific Rules

1. Specific Rules for 10U - league

- A. NFHS rules shall govern play, except where modified in these rules.
- B. Metal spikes are not allowed.
- C. Dropped third strike rule is NOT in effect.
- D. Teams are required to bat their entire roster and may use free substitution
- E. Acceptable field dimensions are 60-65 foot bases (65 for MSF) and 45-46 foot pitching distance
- F. No leading off. Runners may steal but may not leave the base until the ball crosses the plate. If the runner leaves early, a dead ball is declared and the runner in violation is declared out.
 - a. Runners may advance (even home) if there is a pass ball. A pass ball will be defined as a ball that the catcher does not catch or block.
 - b. Runners may advance (even home) if the catcher makes a throw/play to second base.
 - c. Runners may advance (even home) if the catcher overthrows a ball back to the pitcher.
- G. A seven run rule per inning will be in effect. Once a team scores 7 runs in their half of an inning, and play in which the 7th run has scored is completed (therefore a maximum of 10 runs are possible in an inning) that inning will be declared over.
- H. Bat restrictions – bats must be 2 ¼" with no restrictions or between 2½ & 2¾ and have a -10 differential or less.
- I. Maximum of three innings pitched or 75 pitches per game
- J. No curve balls
 - a. 1st offense – dead ball, 2nd offense – dead ball, counts as a ball, 3rd offense – pitcher is removed from the game.
- K. No balks will be called
- L. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.

2. Specific Rules for 11U - league

- M. NFHS rules shall govern play, except where modified in these rules.
- N. Metal spikes are not allowed.
- O. Dropped third strike rule is NOT in effect.
- P. Teams are required to bat their entire roster and may use free substitution
- Q. Acceptable field dimensions are 60-65 foot bases (65 for MSF) and 45-46 foot pitching distance
- R. No leading off. Runners may steal but may not leave the base until the ball crosses the plate. If the runner leaves early, a dead ball is declared and the runner in violation is declared out.
 - a. Runners may advance (even home) if there is a pass ball. A pass ball will be defined as a ball that the catcher does not catch or block.
 - b. Runners may advance (even home) if the catcher makes a throw/play to second base.
 - c. Runners may advance (even home) if the catcher overthrows a ball back to the pitcher.
- S. A seven run rule per inning will be in effect. Once a team scores 7 runs in their half of an inning, and play in which the 7th run has scored is completed (therefore a maximum of 10 runs are possible in an inning) that inning will be declared over.
- T. Bat restrictions – bats must be 2 ¼" with no restrictions or between 2½ & 2¾ and have a -10 differential or less.
- U. Maximum of three innings pitched or 85 pitches per game
- V. No curve balls
 - a. 1st offense – dead ball, 2nd offense – dead ball, counts as a ball, 3rd offense – pitcher is removed from the game.
- W. No balks will be called
- X. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.

3. Specific Rules for 12U - league

- A. NFHS rules shall govern play, except where modified in these rules.
- B. Metal spikes are not allowed.
- C. Drop third strike rule is NOT in effect.
- D. Teams are required to bat their entire roster and may use free substitution
- E. Acceptable field dimensions are 70-75 foot bases and 52-54 foot pitching distance.
 - a. Some fields may not have this flexibility.
 - b. Mound or no mound- If the field you are using has a mound, the home team coach must notify the visiting team coach of this. That way the coach is aware to prepare his pitchers.
- F. A seven run rule per inning will be in effect. Once a team scores 7 runs in their half of an inning, and play in which the 7th run has scored is completed (therefore a maximum of 10 runs are possible in an inning) that inning will be declared over.
- G. Bat restrictions – bats must be 2 ¼" with no restrictions or between 2½ & 2¾ and have a -10 differential or less.
- H. Maximum of four innings pitched or 85 pitches per game
- I. No balks will be called
- J. No curve balls
 - a. 1st offense – dead ball, 2nd offense – dead ball, counts as a ball, 3rd offense – pitcher is removed from the game.
- K. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.
- L. *NOTE* any team advancing to MSF state tournament play in this age division will need to conform to MSF field dimensions, which may be different than SCYB. Example: This is in regards to the bases and pitching distance.

4. Specific Rules for 13U - league

- A. NFHS rules shall govern play, except where modified in these rules.
- B. Metal spikes are allowed.
- C. Teams may either use free substitution **or** re-entry rule
 - a. Must be declared at the beginning of the game
 - b. If using free substitution – must bat entire roster
 - c. If using re-entry – bat only nine, maintain original batting order
- D. Field dimensions are 75-80 foot bases and 52-54 foot pitching distance
- E. Bat restrictions – bats must be 2 ¼” with no restrictions or between 2½ & 2¾ and have a -10 differential or less.
- F. Maximum of five innings pitched or 95 pitches per game
- G. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.

5. Specific Rules for 14U - league

- A. NFHS rules shall govern play, except where modified in these rules.
- B. Metal spikes are allowed.
- C. Teams may either use free substitution **or** re-entry rule
 - a. Must be declared at the beginning of the game
 - b. If using free substitution – must bat entire roster
 - c. If using re-entry – bat only nine, maintain original batting order
- D. Field dimensions are 90 foot bases and 60 foot pitching distance
- E. Bat restrictions – Bats must be 2¾ or smaller and weight within -5 ounces
- F. Maximum of seven innings pitched per game
- G. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.

6. Specific Rules for 15 & 16U - league

- A. NFHS rules shall govern play, except where modified in these rules.
 - a. Please note that any player born before May 1, 2002 is NOT ALLOWED to participate in the MSF State Tournament.
- B. Metal spikes are allowed.
- C. Teams may either use free substitution **or** re-entry rule
 - a. Must be declared at the beginning of the game
 - b. If using free substitution – must bat entire roster
 - c. If using re-entry – bat only nine, maintain original batting order
- D. Field dimensions are 90 foot bases and 60 foot pitching distance
- E. Bat restrictions – Bats must comply with NFHS standards
- F. Slide rule- All runners heading home with a play at the plate are required to slide. Catchers cannot block the plate, unless they have the ball already secured.
- G. Maximum of seven innings pitched per game
 - a. It is recommended that pitchers pitch no more than 10-12 innings per week. (Including weekend tournaments)

Final Info

All teams must wear numbered jerseys of the identical color, duplicated numbered jerseys are not acceptable. Tape numbers are not acceptable. Illegally uniformed players must be withheld from competition until they become legal.

Encourage your parents, players, coaches and anyone associated with your organization to remember to use good sportsmanship! This is vital to building a positive image with your organization and our league! Also, umpires are human, mistakes will happen! Make sure we all treat them fairly and with respect!

Note: If there is a tie in any of the regular season point standings for the State Tournament Berth the following actions will be taken to determine the regular season league champion. Any tie breakers will be determined by the following order; **Win %, Head -To-Head play, Total Points Against.**