

Scenic City Baseball Rules

Any Rules not covered by the Scenic City Association will be covered first by Dizzy Dean Rules.

Teams playing in a game scheduled by scenic city are required to play by the following rules. Parks and Coaches found not abiding by such rules could face game/league suspension depending on the severity of infraction and home games.

5 holds total this includes the coaches kid

Before each game both head coaches will need to meet at Home Plate with the umpire to swap lineup cards, discuss rules, and any pickup players.

Shoes/cleats are required. SPIKE CLEATS ARE NOT ALLOWED.

Catchers must be fully geared according to Dizzy Dean Rules. Catchers are required to wear a helmet with a throat protector, chest guard, and shin guards that cover the knee.
rain

12 hour notice or by 12pm the day of if your team will not be able to play.

Each team is responsible to throw in a game ball.

Each team is permitted (only if short-handed) to pick up to a maximum of 10 roster players in ages 6U-10U. Up to a maximum of 9 roster players in 12U. Each pickup player must be identified on the lineup card as (PU) and discussed at the pregame coaches meeting at Homeplate in the presence of the umpire. All pickup players must play the outfield and bat in the last two slots of the batting order. No roster player can sit on the bench so that a pickup player can play unless an injury occurs.

Coaches for 9/10 and 11/12 you are REQUIRED to keep up with your pitch count. Keep up with it in a log or in your book. If a team asks for a pitch count and you cannot provide one, then that pitcher is ineligible to pitch the rest of the game.

Any coach, player, or parent that is ejected from a game will have to send in a statement to their park representative and the park representative will notify the president of the league. Following guidelines on ejections:

- First Time Ejected: 1 game suspension and can sit in stands.
- Second Time Ejected: 3 game suspension and not allowed at the fields.
- Third Time Ejected: Will be removed from coaching.

6U Rules

1. All kids play the field (Total of 6 in the infield, everybody else in the outfield)
2. List and Bat All Players Present
3. 5 run limit per inning; Mercy Rule: The game will end if it is mathematically impossible to catch up.
If a game is called for a run rule and there is still time on the clock, the teams have the option to continue to play until time is expired, but no other score will be recorded. Games will end when the time expires.
4. 2 designated tee hitters. Can be placed anywhere in the lineup 3 pitches and then 2 off the tee). Tee hitters should be designated on the lineup card.
5. 5 pitches per batter, except for the tee hitter
*if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
1st can tag 1st
2nd and SS can tag 2nd
3rd can tag 3rd
Pitcher and catcher can tag home
**There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to get the easiest out.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach
8. Catcher and pitcher must wear helmets (both must have mask), catcher must wear chest protector. If the catcher chooses to be in the squatted position they must wear shin guards.
9. 2 coaches in the outfield on defense. Must stay in the grass.
10. There will be a 70-minute time limit on games, time starts on the 1st pitch. Example: IF Home team is up to bat and winning as time expires, then the game is over.
11. One (1) executed bunt per inning is allowed.
12. Minimum of 7 regular season roster players to start. No outs will be taken. Any player arriving late will be added to the bottom of the lineup.
13. Pickup players are allowed and must be from the same park and same age group or younger. Up to 10 players on the batting lineup. **MUST BAT LAST AND PLAY IN THE OUTFIELD.**

8U Rules

1. 10 play the field (Total of 6 in the infield, 4 in the outfield)
2. List and Bat All Players Present
3. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up. If a game is called for a run rule and there is still time on the clock, the teams have the option to continue to play until time is expired, but no other score will be recorded. Games will end when the time expires.
4. 2 designated hitters. Can be placed anywhere in the lineup. (Get 5 pitches) Needs to have on the line up card.
5. 5 pitches per batter or 3 strikes, except for the DH
 - *if the 5th pitch is fouled, the batter will continue until a miss or the ball is put into play
6. A hit ball must be thrown to the base to get the out, with a few exceptions:
 - 1st can tag 1st
 - 2nd and SS can tag 2nd
 - 3rd can tag 3rd
 - Pitcher and catcher can tag home
 - **There are some instances (umpire judgment) that other players can tag a base. We have all played and watched baseball before and understand what a suitable baseball play is. We want to teach the kids how to play the game, not how to run from the outfield and tag a player out at home.
7. 4 coaches per team - Pitcher, 1st and 3rd base coaches and a dugout coach
8. Catchers and pitchers must wear helmets (or at least a mask for the pitcher) and chest protector. If they decide to squat, they must wear shinguards.
9. 2 coaches can be on the outfield foul line on defense
10. There will be a 70-minute time limit on games , time starts on the 1st pitch. Example: If the home team is up to bat and winning as time expires, then the game is over.
11. One (1) executed bunt per inning is allowed.
12. Minimum of 7 regular season roster players to start. No outs will be taken. Any player arriving late will be added to the bottom of the lineup.
13. Pickup players are allowed and must be from the same park and same age group or younger. Up to 10 players on the batting lineup. **MUST BAT LAST AND PLAY IN THE OUTFIELD.**

10U Rules

1. 10 Players Play the Field (6 Infielders / 4 Outfielders)
2. List And Bat All Players Present, Free Substitution
 - a. Substitution rule does not apply to pitchers
3. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up.
 - 15 after 3 innings
 - 10 after 4 innings
4. 3 coaches per team - 1st and 3rd base coaches and a dugout coach
5. Catchers must wear all catching gear while catching including protective cups, no exceptions.
6. There will be a 70-minute time limit on games , **time starts on the 1st pitch**. You must finish the inning.
7. NO Drop 3rd. **½ of the season there will be no balks. Starting September 22 Balks will be enforced.** Leads off are allowed.
8. Minimum of 7 regular season roster players to start. No outs will be taken. Any player arriving late will be added to the bottom of the lineup.
9. Pickup players are allowed and must be from the same park and same age group or younger. Up to 10 players on the batting lineup. **MUST BAT LAST AND PLAY IN THE OUTFIELD.**
9. Each coach is required to keep up with pitch count and sign off on the pitching scorecard prior to leaving the field of play. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
	0 Calendar Day	1 Calendar Day	2 Calendar Day	3 Calendar Day	
9-10	1-35	36-50	51-65	66+	75
11-12	1-35	36-50	51-65	66+	85
13-14	1-45	46-60	61-75	76+	95
15-16	1-45	46-60	61-75	76+	95
17-18	1-45	46-60	61-75	76+	105

Dizzy Dean rules change

5. Common Rule 609 - change wording in this rule from “pitcher toes the rubber in warm-up pitch” to “throws a pitch to a batter”.
6. If a pitcher reaches a day(s) of rest threshold 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 retired; or (3) the third out is made to complete the half-inning of the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.
9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play. *Rule Interpretation: Intentional walk will add 4 pitches to the pitch count.*

12U Rules

1. 9 Players Play the Field (6 Infielders / 3 Outfielders)
2. List And Bat All Players Present, Free Substitution
 - a. Substitution rule does not apply to pitchers
3. Minimum of 7 to start. No outs will be taken. Any player arriving late will be added to the bottom of the lineup.
4. 5 run limit per inning. Mercy Rule: The game will end if it is mathematically impossible to catch up.
 - a) 15 after 3 innings
 - b) 10 after 4 innings
5. 3 coaches per team - 1st and 3rd base coaches and a dugout coach
6. Catchers must wear all catching gear while catching including a protective cup, no exceptions.
7. There will be a 70-minute time limit on games , **time starts on the 1st pitch**. You must finish the inning.
8. Minimum of 7 regular season roster players to start. Pickup players are allowed and must be from the same park and same age group or younger. Up to 9 players on the batting lineup. **MUST BAT LAST AND PLAY IN THE OUTFIELD.**
9. Each coach is required to keep up with pitch count and sign off on the pitching scorecard prior to leaving the field of play. Mandatory Pitching Rest:

Pitch Count & Required Rest Limitations - League	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Daily Max (Pitches)
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9. Each coach is required to sign off on the pitching scorecard prior to leaving the field of play.

Rule Interpretation: Intentional walk will add 4 pitches to the pitch count.