General League Rules

The Following rules apply to all SCBA Divisions

GR.1 Safety is a top priority for SCBA League. Safety will take priority over any rule. When a conflict occurs the Governing Board of the SCBA Community Baseball must be notified within 24 hours.

GR.2 Managers and coaches are responsible for the conduct of players, parents and fans..

GR.3 If thunder is heard or lightning is seen by anyone, play will be suspended and teams must wait 30 minutes before play resumes. The 30 minute delay starts from the most recent occurrence. All weather related delays of called games are completely up to umpire discretion. Coaches will not challenge the umpire's decisions.

GR.4 Positive chatter is allowed. Players can cheer for their own team. No comments or chants are to be directed towards a player on the other team (ex. Shouting as the batter gets ready to swing or a fielder gets ready to catch the ball.) This includes parents and fans. Noise makers in any form are prohibited.

GR.5 Umpires are required to be knowledgeable of the respective leagues playing rules and authorized to use enforcement action for improper conduct of any Participant. This power includes the ability to order violators from the playing fields or risk game forfeiture.

GR.6 Players, Managers, Coaches, Umpires, Commissioners, & Parents are prohibited from any of the following within the vicinity of playing fields prior to, during, or after a game or practice: Drug use, Alcohol, tobacco products, profanity, fighting, obscene gestures, antagonistic behavior, bullying in all forms, or any form of unsportsmanlike behavior. Social media in any form may not be used to cause harm. Failure to obey these rules will result in suspension and possible removal from the SCBA League

GR.7 The Game Umpire has the authority to eject any Manager, Coach, Player or fan who is in violation of the SCBA Community Baseball League rules. The ejected person will immediately begin serving a minimum suspension of 2 games, not including the game you are ejected from. (this will carry over into the following season if the number of suspended games does not remain in the current season). The person ejected shall have the opportunity, for a period of 48 hours, to submit a written statement explaining the ejection and any facts or circumstances of the ejection that they might dispute. The Governing Board of SCBA league shall review the situation and determine what further action, if any, will be taken.
A protest fee of $25 must be submitted along with the written notice before any investigation or judgment will be made by the league.

GR.8 All age-related rules will be based on a player's league age. The league age is the player's age on April 30th of the year that the season is being played. For example, a player who is 9 years old on April 30th is considered a 9 year old player for the entire season. (Fall Baseball is based on Players age April 30th of the following year) Any player deemed too old based on birthdate and then plays down in an age group will be taken to the SCBA Council for review. If sufficient evidence is found that the team and player violated the age restriction rule, that team will have to forfeit any games in which the violating player played for the team.

GR.9 The Governing Board of SCBA league is responsible for the SCBA Community Baseball program

GR.10 Each community participating in the league shall appoint an individual to represent the community. This individual will coordinate with the SCBA league Governing Board.

GR.11 In order to be eligible for the season ending tournament a player must have played in at least 50% of the

teams games barring injury/illness. All injury/illness that could affect eligibility must be reported to and approved by the Governing Board of the SCBA league. A team must complete at least 10 regular season games to be eligible for the post season tournament unless approved for less by the SCBA Director.
New to SCBA for 2024, teams may play up to 14 regular season games that will count towards the standings and seeding for the tournament. Teams can play more games than 14, but only the first 14 games will count towards the standings and seeding for the tournament.

GR.12 A Player Pool will be available for teams in each community to utilize during the regular season if they expect not to have enough players for a specific game. The Player Pool shall be governed by the Individual Community League Commissioner and all substitute players shall be assigned by the SCBA Director or Commissioner. The Player Pool is not available for tournament games unless the sub player played in more than 50% of the regular season games.
The following rules are applicable to ensure fair use of the Player Pool:

A. Teams may only use players on the team's roster or obtained through the Player Pool. No other players are permitted to participate in the game.
B. Players from the player pool must be announced prior to the start of the game. **Players who join a team from the player pool may not pitch.**
C. Teams may only bring as many players from the player pool as required to fill a 9 man roster.
D. Players obtained from the player pool can play a maximum of 3 innings in the infield (including catcher) and must bat last in the order.
E. Players in a player pool cannot come from a travel team/organization and must be currently rostered on a team in the community.
F. Player Pool players should not be used if their main team is playing in the same tournament. Players can play up during the tournament as part of the Player Pool.

GR.13 If a player or coach is ejected from the game, the umpire must notify the representative of the league and the community the player/manager is from. If a parent or assistant coach is ejected from the game, the head coach is also ejected. Head coaches are the only ones responsible for communicating with umpires and are responsible for keeping their fans, coaches and players under control. If a Head Coach is ejected due to conduct of a fan or assistant coach, they are not subject to the 2 game minimum suspension rule. The situation will be reviewed by the SCBA Director and Board to see if any further action needs to be taken against the head coach in these situations.

GR.14 Each community shall manage their own discipline policies and procedures. communities shall work together in matters of ejections and discipline, but discipline is ultimately the responsibility of the home association of the player or manager. Any discipline reduced below the minimum two games contained in the SCBA book requires a notification and statement as to the reason for reduction sent to the Governing Board of SCBA prior to the individual playing or coaching in a game.

GR.15 Unless agreed upon prior to the game, the "home" team playing at their "home" field will be responsible for umpires. When a game is played in a mutual location, umpires and payment will be coordinated between the communities. Failure to have an umpire will result in the game being recorded as a 1-0 loss for the team not providing an umpire. **The start of the game may be postponed up to 15 minutes from the official game start time to allow more time for the umpire show. Once the 15 minutes have passed and the umpire has not shown up, the game will be officially scored a 1-0 forfeit by the home team.**

GR.16 Each umpire who officiates a game in The SCBA League shall have extensive knowledge and training in the rules of baseball. In order to keep impartiality, umpires shall not be a parent, coach, or board member of the 2 teams playing.

GR.17 The SCBA League requires all teams entered per age group by an organization to be balanced. The individual organization will determine the best method for this.

GR.18 Umpires shall work to settle all situations on the field. Protests shall be allowed for age and pitching

violations or rule interpretations only. Umpire judgment calls are NOT PROTESTABLE. Uniform numbers cannot be protested but players on Rosters may only be protested during the game, but not after. All lineup issues should be discussed between coaches at the game and offending coach given the ability to make lineup changes prior to any protest. Coaches are allowed to ask for proof of player eligibility at the game. If offending team can provide proof of eligibility for the player, the game will continue without further incident. If the offending team is unable to provide proof of eligibility, the coach must remove the player from their lineup and if the game has already started, must take an out in the lineup whenever the player would have batted for the remainder of the game.
Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Governing Council before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest **MUST** be filed prior to the Umpires and the protesting team leaving the field of play. No protest shall be allowed following the game. The Governing Council of SCBA, shall rule on all protests and their decisions shall be final. In the event an official protest is submitted, the governing members of each community not involved in the protest will vote on the protest with majority rule. Equipment disputes such as Metal Spikes and Catchers Wearing a Cup are not protestable offenses. If a Coach notices these issues in game, they may request the umpire stop the game until the issue has been corrected by the opposing team.
A protest fee of $25 must be submitted along with the written notice before any investigation or judgment will be made by the league.

GR.19 Tiebreaker rules:

- Winning Percentage
- Number Wins
- Number Loses - Ascending
- Runs Allowed - Ascending
- Tied Teams:
- Head to Head
- Runs Differential
- Coin Toss

GR.20 Games delayed or postponed due to player safety situations such as weather, daylight and field conditions are completely up to umpire discretion. No coaches will challenge the umpire's decisions when it comes to player safety.

Abuse/Molestation Policy

AMP.1 SCBA has a zero tolerance policy in regards to abuse and/or molestation of anyone involved in the league in any way shape or form including but not limited to players, coaches, parents, spectators, or

SCBA league volunteers

AMP.2 Allegation of this type of conduct should be immediately reported to any member of the Governing Board of SCBA League.

AMP.3 Upon notification of the person that was alleged to have committed said act will be immediately suspended from all SCBA league activities pending an investigation by the proper authorities.

Coaching Requirements

The Following rules apply to all SCBA Community Leagues

Manager/Head Coach

CR.1 Is directly responsible for promoting the welfare of his team including the instruction of baseball fundamentals, sportsmanship, safety, and conduct of players, coaches, parents and/or guardians

CR.2 Effectively communicates the purpose of the league to all team parents, coaches and players including acceptable conduct

CR.3 The Manager is required to work with game Umpires to ensure control of all games.

CR.4 Must attend all scheduled Manager Meetings and training sessions as directed by their respective community.

CR.5 Successfully complete a background check as directed by local organization in compliance with the SCBA Coaching Background Screening policy. (No person will be exempt from this regardless of daily occupation)

CR.6 Must adhere to any applicable mandated State of Ohio training through their respective community.

CR.7 The head coach or his/her designee must complete and return the SCBA Team Roster and Profile Form prior to League Schedule Meeting. Following the League Schedule Meeting they must submit their schedule to the SCBA.

CR.8 The head coach or his/her designee must submit their team's results and pitch counts within 24 hours of the conclusion of their league game (where applicable ages 9-14). If you need assistance with this, please reach out to your commissioner for assistance.

Assistant Coach(es)

CR.7 Assists the team Manager during practices and games. Complies with CR.5-6

CR.8 Assumes all responsibilities of the Manager in case of absence. Complies with CR.1-CR.4 & CR.7

SCBA Coaches Background Screening Policy

It is the intent of this policy to establish certain guidelines wherein SCBA League can seek to protect our children by investigating the background of volunteers who will be coaching children involved in our league. It is up to the local organization to enforce the background screening process.

GENERAL

CR.G.1 All persons wanting to coach must complete an application and submit to a background check through their respective community.

CR.G.2 Any person who has been found guilty, pled guilty; or pled no contest, regardless of adjudication, or has a pending charge pertaining to, any of the disqualifying offenses listed in this policy will be immediately disqualified from coaching (either as a head coach or an assistant coach). SCBA Leagues also reserves the right to disqualify a person for any crime that would be considered a potential risk to children and/or vulnerable populations. A Coach who willfully fails to comply with this background screening policy shall be automatically disqualified.

CR.G.3 This policy will apply to all youth coaches, both head and assistants, participating in sanctioned SCBA leagues. If there is any doubt as to which coaches should be screened, the general rule is anyone who would potentially have unsupervised access to children on the team. Each Coach will have his or her background checked every 12 months for as long as he or she continues coaching.

SCREENING PROCESS

CR.SP.1 The screening process will be handled by the organization the coach represents. The screening process must at a minimum meet the requirements of SCBA league.

DISQUALIFYING CRIMES

CR.DC.1 SCBA League has adopted the same set of standards that teachers in Ohio have to follow in regards to background check as stated in the Ohio Revised Code Section 3319.39B1(a) for automatic disqualifications. SCBA Baseball reserves the right to review other infractions that do not fall under the code section. If a Coach (1) has been convicted of, (2) has a charge pending against him or her in which it is alleged that he or she has committed any of the following crimes, or (3) has a record of a conviction of an equivalent offense in another state, the Coach will be disqualified from volunteering for a coaching or assistant coaching position with SCBA Baseball.

All Sex Offenses

CR.DC.1.1 Examples include, but are not limited to: child molestation, rape, sexual assault, sexual battery, prostitution, solicitation, indecent exposure, etc

All Felony Violence Offenses

CR.DC.1.2 Examples include, but are not limited to: murder, manslaughter, aggravated assault, kidnapping, robbery, aggravated burglary, etc

All Felony offenses other than violence or sex within the past ten (10) years.

CR.DC.1.3 Examples include, but are not limited to: drug offenses, child endangerment, etc

All Misdemeanor Violence offenses within the past seven (7) years.

CR.DC.1.4 Examples include, but are not limited to: simple assault, battery, domestic violence, hit and run, etc.

Two Misdemeanor Alcohol offenses within the past five (5) years or multiple offenses in the past ten (10) years.

CR.DC.1.5 Examples include, but are not limited to: driving under the influence, drunk and disorderly, public intoxication, etc

All Misdemeanor Drug offenses within the past five (5) years or multiple offenses in the past ten (10) years

CR.DC.1.6 Examples include, but are not limited to: simple drug possession, possession of drug paraphernalia, etc.

Any other misdemeanor within the past five (5) years that would be considered a potential danger to children or is directly related to the functions of that coach.

CR.DC.1.7 Examples include, but are not limited to: contributing to the delinquency of a minor, providing alcohol to a minor, etc.

7/8 Gold & Silver
Coach Pitch Division

SCBA Rules and Regulations

7/8 is an instructional league designed to teach players the fundamentals of Baseball in a semi competitive environment

7.1 SCBA Community Baseball General Rules in combination with the OHSAA Baseball Rules with the following amendments.

7.2 Records and standings will be maintained on the league website. League Website URL: https://starkcountybaseballalliance.sportngin.com/

LEAGUE RULES - 7/8

7.G.1 Home team is responsible for pre-game field maintenance and the storage of field equipment (i.e. rakes, shovels, etc.) Please help each other if the field is in bad shape.

7.G.2 Games are scheduled on various weekdays at a time determined by coaches and at various times on Saturdays and Sundays. Any postponed games are to be rescheduled within ten (10) days by the home team with the opposing team and the league commissioner.

7.G.3 The home team shall communicate 24 hours prior to the game with the visiting team which dugout to use. If the home team does not communicate within that timeframe then it becomes first come first serve as to which team sits in which dugout. Teams can warm up in the outfield area and foul ground closest to their respective dugouts (no use of the infield in fair territory)

7.G.4 The home team is the official scorer. The home team's manager is responsible for reporting score to your age group's commissioner.

7.G.5 Both managers will meet 5 minutes before the scheduled start of the game to exchange lineups and go over ground rules. Any special exceptions for players need to be discussed at this time. Whatever ground rules and game play are agreed to prior to the game by both managers will remain in effect for the entirety of the game.

7.G.6 Each manager will furnish one new baseball for each game. Game balls should be returned at the end of the game. 7-8 Silver age group should be using Baseballs. No Tballs will be used.

7.G.7 Prior to the beginning of the game, if not already drawn a 10-foot arc shall be drawn in front of home plate. Any batted ball that does not travel beyond that arc will be considered a foul ball.

7.G.8 *Reserved for future use*.

7.G.9 Umpires are not required for 7-8 Regular Season Games. Umpires will be required for all Tournament games. Managers and coaches are responsible for acting as umpires and shall work together. The base coaches shall be the umpire for first and third base. The coach pitcher shall be the umpire for home plate and second base. We will use umpires for all post season tournament games. Umpires are not required to be certified to call Coach Pitch Games.

7.G.10 Each team will play up to 10 defensive players at a time, using up to four (4) outfielders. Outfielders must play a minimum of 15 feet beyond the edge of the infield. Outfielders **CAN NOT** field a ball in the infield nor run the ball into the infield to make a play. Each player must play a minimum of three (3) full innings.

7.G.11 The defensive team may have two (2) coaches in the **outfield** to instruct their players

7.G.12 Games are six innings. A game is considered official if four (4) innings are played or if the home team is ahead after 3 ½ innings when play is suspended. If the managers agree to stop the games because of darkness or inclement weather and the game is official per the above, the game is over. If the game is stopped due to inclement weather or darkness before the game is considered official, the game is suspended and will be finished from that point provided that one full inning has been played. If one full inning has not been played, the game shall be restarted. Every attempt should be made to play a full six (6) inning game. During the school year no new inning will start after 8 p.m. on a school night.

7.G.13 There is a maximum of five (5) runs scored per inning. The final inning will be limited to a maximum of ten (10) runs.

The game is essentially over if and when the following occurs based on score.

- After the 4th inning, there's a run differential of **15** or more runs
- After the 5th inning, there's a run differential of more than **10** runs

7.G.14 Metal spikes are NOT permitted.

7.G.15 Free player substitution of players is allowed

7.G.16 All defensive players including the catcher will take their spots before the inning begins.

7.G.17 The catcher will play directly behind the plate in the catcher's box. The catcher's box is defined as an area 6 feet from behind the point of the plate and 43 inches wide.

7.G.18 Catchers must wear catcher's equipment – chest protector, helmet, facemask, shin guards, glove and protective cup. It is recommended that all players wear a protective cup. The catcher may use a catcher's mitt or field players glove.

7.G.19 No broken equipment should be used.

7.G.20 Practice or Games will not be held outdoors when the air temperature is below 40 degrees, including wind chill.

BATTING RULES - 7/8

7.B.1 Batting helmets must be worn while batting and running bases. If a batter removes his/her helmet while in the field of play, he/she is out.

7.B.2 No bunting. If a player bunts, the pitch will be counted as a foul ball. Anything other than a full swing will be considered a bunt.

7.B.3 The batting order will consist of the entire roster.

7.B.4 Batter gets six (6) pitches to put a ball into play. If the sixth pitch is a foul ball, the player will receive an additional pitch. There is no limit to the number of foul balls resulting in additional pitches beyond (6).

7.B.5 Any player throwing the bat will receive a warning for the entire team. On any additional violation from the same team, the batter will be called out. THE PURPOSE OF THIS RULE IS TO PREVENT INJURY. This is a Dead Ball Out. All baserunners will return to the base they started at.

7.B.6 Any batboy or batgirl must wear a helmet and remain in the dugout area until the play has ended.

7.B.7 Only one on-deck batter is allowed. Batters are not to swing a bat outside of the playing area of the field during the game. Players should not have a bat in their hands in the dugout area or on the bench for safety reasons.

7.B.8 No designated hitter is allowed.

7.B.9 Maximum 2 3/4 inch barrel size for all bats. There is no restriction on the drop between length and weight.

7.B.10 No infield fly rule is used.

7.B.11 If the batter is hit by the pitch from the coach pitcher the ball will be considered dead and the pitch will be thrown again.

BASE RUNNING - 7/8

7.BR.1 The distance between bases will be 55 feet.

7.BR.2 No stealing or leading off.

7.BR.3 The base runner cannot leave the base until the batter hits the ball.

7.BR.4 Runners cannot slide headfirst. Any runner sliding head first will be called out. A runner may dive back head first to a base.

7.BR.5 There is no sliding into first base.

7.BR.6 Runners must slide or give themselves up to avoid contact when there is a play at any base, including home plate. To constitute a legitimate play, a defensive player must be at the base or home plate in possession of the ball or ready to receive the ball in close proximity to the base or home plate.

7.BR.7 Overthrows to first or third base that go out of play will result in base runners receiving one additional base. The ball will be considered dead at this point.

7.BR.8 Base runners may continue to advance until the ball is declared dead. A ball will be declared dead when the following occurs: the ball is in possession of a fielder in the infield field of play or no defensive play in the infield is imminent with the ball in the infield. If the lead runner stops attempting to advance when the ball is in the possession of a fielder in the infield, play will be declared dead. (Rule 7.BR.7 in regards to overthrows will still apply)

7.BR.9 When a ball is called dead, if the runner is beyond the halfway mark, they advance to the base. If they are not to the half-way mark, they must return to the previous base. If it is questionable as to whether the runner is past the halfway mark, the runner(s) will always go back to the previous base.

COACH PITCHING RULES - 7/8

7.CP.1 The coach of the team at bat will pitch to his own team, overhand is preferred, but especially early in the season if a player is struggling, you may pitch underhand. Every attempt should be made though to get all players hitting from overhand pitches from the coach.

7.CP.2 The coach pitcher must pitch standing up and may not pitch from his/her knees.

7.CP.3 Pitching will take place at approximately 35 to 42 feet from the home plate. Coaches may mark a line in the approximate area for both coaches to use during the game.

7.CP.3 The defensive team will have a pitcher standing within a 10-foot diameter circle from the pitching rubber. Once the play is declared dead the ball will be returned to the pitching coach or pitcher player and handed to the coach pitching by that player.

7.CP.4 If a batted ball hits the coach pitcher, the play is called dead. All runners return to their previous bases and the pitch is not counted against the batter.

INJURY - 7/8

7.I.1 If an infielder or outfielder is removed from the game as a result of an injury, they will be replaced by an eligible substitute

7.I.2 If a batter is injured during their time at bat and cannot continue, and must be removed from the game as a result of the injury, they will be skipped in the order and the next scheduled batter will bat. All counts applying to the injured starter will be removed and the next batter will start their own count. All runners will return to the base they started at the time of injury

7.I.3 If a base runner is injured and cannot continue, they shall be replaced by the player that made the last out. If there are no outs in the current inning the player who made the final out in the previous inning will be used. If it is the first inning and the above can not be met the player last in the batting order will be used.

MANAGERS AND COACHES - 7/8

7.M.1 For regular season games managers and coaches will be responsible for making calls, such as safe or out. For the tournament, all games will have umpires.
If no umpire is at a game and coaches agree to umpire the game, coaches cannot protest the game after due to bad calls. All coaches should do their best to make fair calls and be good examples for the players.

7.M.2 Any disputes will need to be resolved by BOTH managers. This will be done in a calm manner in normal conversation level voices. The discussion will not involve parents or players unless necessary to clarify what happened.

2024 Spring Baseball - League Rules Quick Reference Guide

	6U	8U	10U	12U	14U
Innings Played	3	6	6	6	6
Bases	50'	55'	65'	70'	**80'**
Pitcher's mound to Plate	-	35 - 42'	46'	50'	54'
Minimum Players Required	5	8	8	8	8
Infield	5	6	6	6	6
Outfielders	5+	4	4	3	3
Bat Restrictions	Max Barrel Diameter 2 3/4" No Drop Restrictions USA and USSA	Max Barrel Diameter 2 3/4" No Drop Restrictions USA and USSA	Max Barrel Diameter 2 3/4" No Drop Restrictions USA and USSA	Max Barrel Diameter 2 3/4" No Drop Restrictions USA and USSA	Max Barrel Diameter 2 3/4" Drop Restrictions -8 to -3 USA and USSA
Metal Cleats Allowed	NO	NO	NO	NO	YES
Pitching	COACH	COACH	PLAYER	PLAYER	PLAYER
Pitch Limits	3 then Hit From Tee	6	Smart Pitch	Smart Pitch	Smart Pitch
Balks	-	-	NO	YES	YES
Lead offs Permitted	NO	NO	NO	YES	YES
Stealing	NO	NO	YES	YES	YES
Tag Up on Fly Ball	NO	NO	YES	YES	YES
In Field Fly Rule	NO	NO	NO	YES	YES
Dropped Third Strike	NO	NO	NO	YES	YES
Run Limit per Inning	ALL	5	5	5	7
Run Limit Final Inning	ALL	10	10	10	10
Mercy Rule	NO	YES	YES	YES	YES
Time Limit	YES	YES	YES	YES	YES
Umpires	Coach	Coach	YES	YES	YES
Scorekeeping	NO	YES	YES	YES	YES