

SCBA (Stark County Baseball Alliance)



SCBA
Stark County Baseball Alliance

COMMUNITY BASEBALL PROGRAM

RULES & REGULATIONS

(Rules NOT listed in the SCBA rule book will revert to the official OSHAA Baseball rule book)

SCBA Rules and Regulations

Mission Statement

The SCBA's primary mission is to provide an environment for youth to have a safe, team-oriented, experience while learning and playing the game of baseball with other local communities in the greater Stark County area. At the same time, SCBA is committed to helping teach youth the life lessons of good sportsmanship and teamwork. SCBA is dedicated to providing Community Level players with a competitive game experience against teams of similar age and skill level.



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League Rules Quick Reference Guide

	TBall	7/8	9/10	11/12	13/14	15/16*
Innings Played	3	6	6	6	6	7
Bases	50'	55'	65'	70'	80'	90'
Pitcher's mound to Plate	-	35 - 42'	46'	50'	54'	60'
Minimum Players Required	5	8	8	8	8	8
Infield	5	6	6	6	6	6
Outfielders	5+	4	4	3	3	3
Bat Restrictions	2 3/4"	2 3/4"	2 3/4"	2 3/4"	2 3/4" -8 to -3	2 5/8" -3
Metal Cleats Allowed	NO	NO	NO	NO	YES	YES
Pitching	NO	COACH	PLAYER	PLAYER	PLAYER	PLAYER
Pitch Limits	-	6	Smart Pitch	Smart Pitch	Smart Pitch	Smart Pitch
Balks	-	-	NO	YES	YES	YES
Lead offs Permitted	NO	NO	NO	YES	YES	YES
Stealing	NO	NO	YES	YES	YES	YES
Tag Up on Fly Ball	NO	NO	YES	YES	YES	YES
In Field Fly Rule	NO	NO	NO	YES	YES	YES
Dropped Third Strike	NO	NO	NO	YES	YES	YES
Run Limit per Inning	ALL	5	5	5	7	NO
Run Limit Final Inning	ALL	10	10	10	10	NO
Mercy Rule	NO	YES	YES	YES	YES	YES
Time Limit	YES	YES	YES	YES	YES	YES
Umpires	Coach	Coach	YES	YES	YES	YES
Scorekeeping	NO	YES	YES	YES	YES	YES
League Standings	NO	YES	YES	YES	YES	YES

SCBA Rules and Regulations



Player/Team Eligibility

- PE. 1 A community team consists of at least 75% of the team **residing** or **attending** a school within the established boundaries of the community's school district. If Tryouts are used to determine a team, they are considered a travel team and will not be allowed to participate in the SCBA Community Divisions. This rule can be changed at the discretion of the SCBA on a case by case basis by approval of the SCBA governing board. The above shall not apply to players 15 years of age and older.
- PE. 2 **League Age.** The Player's age as of the end of the day **April 30** of the current league year will be used to determine league eligibility. Fall Baseball age will be determined based on players age as of January 1st of the following year.
- PE.3 All rosters are required to be emailed to the SCBA Director, SCBA Commissioner and SCBA Assistant before the scheduling meeting.
- PE.4 All players must complete mandated state training and any other training deemed necessary by their home organization.

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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 can eject any manager, coach, player, or fan violating SCBA Community Baseball League rules. Umpires who eject individuals will serve a minimum of 1 game suspension, NOT including the game they are ejected from. SCBA may add additional suspensions based on severity. Within 48 hours of the ejection, the ejected party may submit a written statement (using the protest form on the SCBA website) explaining their perspective and disputing any facts. The SCBA Governing Board will review the situation and determine any further action. A \$25 protest fee must accompany the written statement before the league will begin any investigation or render a judgment.
- 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 January 1st 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

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games to be eligible for the post season tournament unless approved for less by the SCBA Director. New to SCBA for 2025, 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. (7-8 Division can fill a 10 man team)
- 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, the umpire must notify the league and the community representative. Ejection of a parent or assistant coach also results in the head coach's ejection. Head coaches are responsible for all communication with umpires and for the conduct of their fans, coaches, and players. A head coach ejected due to the conduct of a fan or assistant coach may or may not be subject to the automatic two-game suspension. In these cases, the SCBA Director and Board will review the situation to determine if further action against the head coach is necessary

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 two 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 should attempt to resolve all on-field issues. Protests are allowed *only* for age/pitching violations or rule interpretations. Umpire judgment calls are final and not protestable. While uniform numbers cannot be protested, player roster eligibility can be protested *during* a game, but not after. Lineup issues should be resolved between coaches on-site, with the offending coach given the opportunity to make corrections before

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any protest. Coaches may request proof of player eligibility during the game. If eligibility is proven, the game continues. If not, the player must be removed from the lineup (or an out taken whenever they would bat, if the game has started).

Protests must be declared to the Umpire-in-Chief and then to the League/Tournament Governing Council before the next pitch. For game-ending plays, the protest *must* be filed before the umpires and protesting team leave the field. No post-game protests are allowed. The SCBA Governing Council will rule on all protests, and their decisions are final. Protests will be decided by a majority vote of the governing members from communities not involved in the protest. Equipment disputes (e.g., metal spikes, catcher's cup) are not protestable. Coaches noticing these issues may request an umpire-initiated stoppage until the issue is corrected. A \$25 protest fee must accompany the SCBA Protest Form before the league will begin any investigation or render a judgment.

GR.19 Tiebreaker rules:

- Winning Percentage
- Number Wins
- Number Losses - 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 Allegations 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.

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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

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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 the 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

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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.

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Instructional T-Ball League

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T-Ball is an instructional league designed to teach players the fundamentals of Baseball in a non competitive environment

- 6.1 SCBA Community Baseball General Rules in combination with the OHSAA Baseball Rules with the following amendments.
- 6.2 Records and standings will not be maintained.

LEAGUE RULES - T-Ball

- 6.G.1 Both teams are 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.
- 6.G.2 Games are scheduled on various weekday evenings at 6:00 p.m. and at various times on Saturdays. Any postponed games are to be rescheduled within ten (10) days by the home team with the opposing team and the league commissioner
- 6.G.3 The visiting team will sit on the first base side of the field and have practice in the right outfield or foul territory prior to the game. (no use of the infield)
- 6.G.4 The home team will sit on the third base side of the field and have practice in the left outfield or foul territory prior to the game (no use of the infield)
- 6.G.5 *reserved for future use*
- 6.G.6 Each manager will furnish one new Tball for each game. Game balls should be returned at the end of the game. Tball age group should be using Tballs. No hardballs should be used.
- 6.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
- 6.G.8 *reserved for future use.*
- 6.G.9 The league does not provide umpires. T-Ball does not recognize outs
- 6.G.10 Each team will play the entire roster on defense, with a limit of 5 infielders. (No Catcher will be used) Outfielders must play with their feet in the outfield grass. Each player must play a minimum of one (1) innings in the infield and one (1) inning in the outfield during each game.
- 6.G.11 The defensive team may have two (2) coaches in the **field** to instruct their players. (Infield or Outfield)
- 6.G.12 Games are three innings. If the managers agree to stop the games because of darkness or inclement weather the game is over. If one full inning has not been played, the game shall be restarted at another date and time. Every attempt should be made to play a full three (3) inning game. During the school year no new inning will start after 7:30 p.m. on a school night.
- 6.G.13 Every batter will score a run each inning.
- 6.G.14 Metal spikes are NOT permitted.

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- 6.G.15 Free player substitution is allowed. This includes changing positions during an inning.
- 6.G.16 All defensive players will take their spots before the inning begins.
- 6.G.17 *Reserved for future use..*
- 6.G.18 *Reserved for future use.*
- 6.G.19 No broken equipment should be used.
- 6.G.20 Practice or Games will not be held outdoors when the air temperature is below 40 degrees, including wind chill.

BATTING RULES - T-Ball

- 6.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. Facemask Batting helmets are available from the league upon request
- 6.B.2 No bunting. Anything other than a full swing will be considered a bunt.
- 6.B.3 The batting order will consist of the entire roster. Each inning the order will be reversed. Every effort will be made for each player to bat first once during the season.
- 6.B.4 The batter continues to swing until he puts the ball into play.
- 6.B.5 Any player throwing the bat will receive a warning. On any additional violation, the batter will be called out. **THE PURPOSE OF THIS RULE IS TO PREVENT INJURY.**
- 6.B.6 Any batboy or batgirl must wear a helmet and remain in the dugout area until the play has ended.
- 6.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.
- 6.B.8 No designated hitter is allowed.
- 6.B.9 Maximum 2 ¼ inch barrel size for all bats. There is no restriction on the drop between length and weight.
- 6.B.10 No infield fly rule is used.
- 6.B.11 *reserved for future use.*

BASE RUNNING RULES - T-Ball

- 6.BR.1 The distance between bases will be 50 feet.
- 6.BR.2 No stealing or leading off.
- 6.BR.3 The base runner cannot leave the base until the batter hits the ball.
- 6.BR.4 Runners cannot slide headfirst.

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- 6.BR.5 There is no sliding into first base
- 6.BR.6 Runners must slide or give themselves up to avoid contact when there is a play at any base, including home plate.
- 6.BR.7 Overthrows **do not** result in base advancement.
- 6.BR.8 Base runners will advance one base per batter regardless of where the ball is hit. On the final batter of the inning all players will advance until they have crossed home plate
- 6.BR.9 The defensive team will remain in the field until the final batter of the inning crosses home plate

PITCHING RULES - T-Ball

- 6.CP.1 **T-Ball will not have coaches pitching at anytime.** This is an instructional league designed to help players learn baseball. 7U/8U Coach pitch is the lowest league to offer pitching.

INJURY - T-Ball

- 6.I.1 If an infielder or outfielder is removed from the game because of injury, the coach may shift positions accordingly.
- 6.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.
- 6.I.3 If a base runner is injured and cannot continue, they will not be replaced.

MANAGERS AND COACHES - T-Ball

- 6.M.1 Managers and coaches will be responsible for making sure everyone understands and complies with the T-Ball rules
- 6.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.

SCBA Rules and Regulations



7/8 Gold & Silver Coach Pitch Division

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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 updating the score on the SCBA website.
- 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 Gold and 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

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- 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.
Weekday games (Mon - Thurs) during the school year will not start a new inning past 8:00 p.m.
All weeknight games during the school year, (Mon- Thurs) have a 2-hour time limit. No exceptions.
Weekday games after the school year can have up to a 2.5 hour time limit.
- 7.G.13 There are a maximum of five (5) runs per inning. In the last inning, teams will be allowed to score a maximum of 10 runs. Teams will not continue to bat once the game is mathematically over. Once this point is reached during an inning or at the end of the game, it will be ended and considered official.
The game is essentially over if and when the following occurs based on score.
- After the 4th inning, there's a run differential of more than **15** 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 are required to 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).

SCBA Rules and Regulations

- 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, based on judgement by the umpire, if one is used, 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

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 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.

SCBA Rules and Regulations



Competitive 9/10 Player Pitch Division

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 9.1 SCBA Community League General Rules in combination with the OHSAA Baseball Rules with the following amendments.
- 9.2 Records and standings will be maintained which will determine each team's seeding for the season ending league tournament. Records and standings will be maintained on the league website. League Website URL: <https://starkcountybaseballalliance.sportngin.com/>

LEAGUE RULES - 9/10

- 9.G.1 Both teams are 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.
- 9.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. **(Games do not have to be played within the 10 days.)**
- 9.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.
- 9.G.4 Both managers will meet 5 minutes before the scheduled start of the game to exchange lineups.
- 9.G.5 The home team shall provide two baseballs for each game, one new baseball and one used baseball in good shape. The baseballs must be covered with leather, not plastic or any type of ball that is graded as a practice ball.
Good Solid Core Little League or USSSA-certified balls are required, preferably one the brands below:
Diamond
Rawlings
AD Starr
Baden
Wilson
- 9.G.6 The distance from the pitching rubber to the plate will be 46 feet.
- 9.G.7 The home team is the official scorer. The home team's manager is responsible for recording the score on the SCBA Website. (See 9.2 for information) Each manager is required to keep the number of innings pitched (for age restricted pitchers) and record the pitch counts for each player who pitches in a game. These counts must be recorded on the SCBA website within 24 hours of your game conclusion or before the next scheduled game, whichever is first. If any pitch counts are disputed, any totals provided in Gamechanger will take precedence over paper hard copy score books.
- 9.G.8 The home team is responsible for scheduling umpires for each home game. While two umpires are preferred, a game may proceed with one umpire present. In the event that no umpires are present at a field and a neighboring field, a base umpire from the neighboring field shall be pulled.
- 9.G.9 Each team will play up to 10 defensive players at a time, using up to four (4) outfielders. Outfielders must have both feet in the outfield grass at the time of the pitch. Each player must play a minimum of three (3) defensive innings.

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 9.G.10 Teams must have a minimum of eight players to begin a game. If a team cannot field 8 players at any point of the game, they must forfeit unless the team can locate a player using a player pool. (See rule GR.12 for rules regarding this).
- 9.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. All games stopped due to inclement weather or darkness are done so at umpire discretion and judgment. This cannot be protested later.
- Weekday games (Mon - Thurs) during the school year will not start a new inning past 8:00 p.m.**
All weeknight games during the school year, (Mon- Thurs) have a 2-hour time limit. No exceptions.
Weekday games after the school year can have up to a 2.5 hour time limit.
Weekend games (Fri, Sat & Sun) can have up to a 2.5 hour time limit if both coaches and umpire agree.
This must be discussed before the game. If not discussed, the 2-hour time limit will apply.
UMPIRE HAS FINAL SAY. THIS CANNOT BE ARGUED OR PROTESTED.
- 9.G.13 There are a maximum of five (5) runs per inning. In the last inning, teams will be allowed to score a maximum of ten (10) runs. Teams will not continue to bat once the game is mathematically over. Once this point is reached during an inning or at the end of the game it will be ended and considered official. If it appears the entire 6 innings will not/cannot be played, the umpire may notify each manager that the inning about to be played will be the last inning. The 10 run rule will become effective for this inning and the game will be over after the inning is completed. This cannot be protested or argued.
- The game is essentially over if and when the following occurs based on score.**
- After the 4th inning, there's a run differential of more than **15** runs
 - After the 5th inning, there's a run differential of more than **10** runs
- 9.G.14 Metal spikes are NOT permitted.
- 9.G.15 Free player substitution of players is allowed.
- 9.G.16 All defensive players will take their spots before the inning begins.
- 9.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.
- 9.G.18 Catchers are required to 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.
- 9.G.19 No broken equipment should be used.
- 9.G.20 A manager or designated coach may visit the mound twice to visit the same pitcher in the same inning. If a third visit to the same pitcher in the same inning is made, the pitcher has to leave the mound.

BATTING RULES - 9/10

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 9.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.
- 9.B.2 Slug or Slap Bunting is permitted but only if the batter remains in the bunting position. A batter cannot show bunt and then get back into the hitting position and take a full swing.
- 9.B.3 The batting order will consist of the entire roster. If a player arrives late to a game, he will be inserted at the end of the lineup. If the team has already batted through their lineup one time, a player may not be added to the lineup or play in the game.
- 9.B.4 The batter is out on a called or swinging 3rd strike even if catcher drops the ball.
- 9.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. Coaches are required to enforce this rule.
- 9.B.6 Any batboy or batgirl must wear a helmet and remain in the dugout area until the play has ended.
- 9.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.
- 9.B.8 No designated hitter is allowed.
- 9.B.9 Maximum 2 3/4 inch barrel size for all bats. There is no restriction on the drop between length and weight.
- 9.B.10 No infield fly rule is used.
- 9.B.11 A batter who draws a base on balls is only allowed to advance one base. On a base on balls, the batter cannot advance to 2nd unless the ball is put back in play by any defensive player.

BASE RUNNING RULES - 9/10

- 9.BR.1 The distance between bases will be 65 feet.
- 9.BR.2 Base runners may steal any base, including home once the pitched ball crosses the plate, the batter hits the ball, or the ball is dropped by the pitcher when thrown back by the catcher.
- 9.BR.3 Base runners cannot leave the base until the ball crosses the plate or is hit by the batter. If a runner leaves early, the umpire shall let the play continue and then issue warnings or outs after the play has been completed. On the first offense, the umpire shall provide a warning to the offending team. The defensive team may take the play as it occurred, or return the runner(s) to their original base (or the closest base that is unoccupied) with a warning. On subsequent occurrences, the defensive team may choose to take out for one player that leaves early or take the result of the play as it occurred. If multiple players left the bases early, only one is called out and the defensive team may choose which player is called out. In all cases, the batter will stay on the base that they earned – i.e. the batter will not be penalized if runners leave early.
- 9.BR.4 NO INTENTIONAL HEADFIRST SLIDES but the players are allowed to dive back to a base. The runner who slides headfirst will be called out regardless of the result of the play.

SCBA Rules and Regulations

- 9.BR.5 There is no sliding into first base. The runner will be declared out.
- 9.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, based on judgement by the umpire, if one is used, to the base or home plate.
- 9.BR.7 Overthrows that go out of play will result in base runners receiving one additional base. The ball will be considered dead at this point.
- 9.BR.8 Stealing of home is a special focus area. Runners must slide when attempting to steal home if either the pitcher or catcher is in the vicinity of the plate. The pitcher or catcher cannot block the home plate or the baseline if they do not have the ball or a play is not imminent. Example - Ball gets away to the backstop and there is no play at the plate. Runner would not have to slide. If there is a play to be made and the runner does not slide to avoid contact, he is called out regardless of the outcome of the play. Runners may steal home on 1) a passed ball by the catcher, 2) a wild pitch, or 3) throws back to the pitcher that are not caught. There are no delayed steals – if the pitcher catches the ball while in the vicinity of the mound, the runner must return to the base. If the pitcher drops the ball, runners may advance.
- 9.BR.9 A courtesy runner can be used for the catcher with two outs in an inning. The runner will be the player who made the last out.
- 9.BR.10 *For future use*

PITCHING RULES - 9/10

- 9.P.1 Pitchers will be subject to a limited amount of pitches and required rest period. Only pitches during the game are counted – warm ups are not counted. The following chart, is The USA Baseball PitchSmart-based pitch and rest period. Rest period starts the day after the game and is in calendar days. If a player pitches in more than one game in the same day, they must stay below 20 pitches in the first game to be eligible to pitch in the 2nd game.

Pitch Smart (ages 9-10)

- Daily Max (Pitches in a Game) is 75 pitches
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51 - 65 or more pitches in a day, three (3) calendar days of rest.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no calendar day of rest is required before pitching again.

- 9.P.2 If a pitcher reaches the maximum pitch count limit they do not have to be removed until the completion of the current at bat. No Pitcher may pitch in three consecutive calendar days regardless of pitch counts.
- **Examples on pitch count:** if a pitcher reaches 75 pitches during an at bat, the pitcher may finish the at bat, but must be removed after the at bat finishes.
 - If a pitcher pitches exactly 20 pitches or less they are not required to rest. However they cannot reenter the same game.
 - Once the pitcher throws 21 pitches regardless of pitch count when the at bat started they then fall into the 1 day rest rule and so on into each rest category

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SCBA Rules and Regulations

- 9.P.3 Each team must designate an official recorder for pitch count. This person may also be the scorekeeper or assistant coach. Within 24 hours of completion of the game the pitch counts must be entered into the league database.
- 9.P.4 Catchers will not catch more than four innings on a day they pitch in a game
- 9.P.5 If a pitcher hits 3 batters in a single game, said pitcher must be replaced with another player immediately after the third hit batter.
- 9.P.6 Balks will not be issued at the 9/10u level. It will be up to the umpire's discretion to issue warnings to the pitcher as an instructional tool.
- 9.P.7 reserved for future use.
- 9.P.8 reserved for future use.
- 9.P.9 Before each inning, pitchers will receive 6 warm-up pitches or 1 minute warm-up, whichever occurs first.
- 9.P.10 Pitchers cannot wear sunglasses unless they are prescription
- 9.P.11 The pitcher may not wear white garments that are visible. The pitcher may not wear any wrist bands, including spirit bands, on either hand or arm while pitching. The pitcher may wear a glove under his/her mitt provided it is not white, yellow or gray. Pitchers may wear a protective mask.
- 9.P.12 During the game, if a pitcher (including the starting pitcher) is removed from the mound, he cannot return to the mound for the rest of that game. This would include games that are postponed due to darkness and/or weather.
- 9.P.14 Innings pitched in a stopped game count towards innings & pitches.

INJURY - 9U

- 9.I.1 Any player showing symptoms of a concussion shall be removed for the remainder of the game. Such injuries shall be reported to the league commissioner.
- 9.I.2 If an injured player misses an at-bat, they may not bat for the remainder of the game, but can play in the field, if able. If the player is injured during an at bat and cannot continue the next player in the batting lineup shall bat and inherit the injured batter's count. A team will not be charged with an out for an injured or sick player. Teams will be charged an out if a player cannot bat for any reason other than injury or being sick (i.e. leaving game early) unless the situation is discussed at the pre-game meeting with the umpire.
- 9.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.

MANAGERS AND COACHES - 9/10

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 9.M.1 The dugout is limited to officially registered managers and assistant coaches.
- 9.M.3 Managers and coaches shall refrain from making calls such as “ball”, “strike”, “safe”, “out”, before the umpire has made the call. First violation shall result in a warning; the second violation shall be removal from the game. Repeat offenders could face a multiple game suspension.
- 9.M.4 Managers may limit playing time for disciplinary reasons if they have received permission from the Governing Board of SCBA. All disciplinary-related restrictions must be announced to the umpire and opposing manager during ground rules. If the restriction is approved and announced at the beginning of the game, there is no penalty to the team. Limitations of play-time for disciplinary reasons may be any of the following:
- Removing the player from the batting lineup until a later inning. In this case, the player will be treated as if they arrived late and added to the end of the batting order.
 - Restricting fielding time of the player

SCBA Rules and Regulations



Competitive 11/12 Player Pitch Division

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 11.1 SCBA Community League General Rules in combination with the OHSAA Baseball Rules with the following amendments.
- 11.2 Records and standings will be maintained which will determine each team's seeding for the season ending league tournament. Records and standings will be maintained on the league website. League Website URL: <https://starkcountybaseballalliance.sportngin.com/>

LEAGUE RULES - 11/12

- 11.G.1 Both teams are 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
- 11.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. **(Games do not have to be played within the 10 days.)**
- 11.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.
- 11.G.4 Both managers will meet 5 minutes before the scheduled start of the game to exchange lineups
- 11.G.5 The home team shall provide two baseballs for each game, one new baseball and one used baseball in good shape. The baseballs must be covered with leather, not plastic or any type of ball that is graded as a practice ball.
Good Solid Core Little League or USSSA-certified balls are required, preferably one the brands below:
Diamond
Rawlings
AD Starr
Baden
Wilson
- 11.G.6 The distance from the pitching rubber to the plate will be 50 feet
- 11.G.7 The home team is the official scorer. The home team's manager is responsible for recording the score on the SCBA Website. (See 9.2 for information) Each manager is required to keep the number of innings pitched (for age restricted pitchers) and record the pitch counts for each player who pitches in a game. These counts must be recorded on the SCBA website within 24 hours of your game conclusion or before the next scheduled game, whichever is first. If any pitch counts are disputed, any totals provided in Gamechanger will take precedence over paper hard copy score books.
- 11.G.8 Each community shall assign umpires for each home game. While two umpires are preferred, a game may proceed with one umpire present. In the event that no umpires are present at a field and a neighboring field, a base umpire from the neighboring field shall be pulled.
- 11.G.9 Each team will play 9 defensive players. Each player must play a minimum of three (3) defensive innings.

SCBA Rules and Regulations

- 11.G.10 Teams must have a minimum of eight players to begin a game. If a team cannot field 8 players at any point of the game, they must forfeit unless the team can locate a player using a player pool. (See rule GR.12 for rules regarding this)
- 11.G.11 Games are six (6) innings. A game is considered official if four (4) innings are played or if the home team is ahead after 4 ½ innings when play is suspended. If the manager agrees 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. All games stopped due to inclement weather or darkness are done so at umpire discretion and judgment. This cannot be protested later.
Weekday games (Mon - Thurs) during the school year will not start a new inning past 8:00 p.m.
All weeknight games during the school year, (Mon- Thurs) have a 2-hour time limit. No exceptions.
Weekday games after the school year can have up to a 2.5 hour time limit.
Weekend games (Fri, Sat & Sun) can have up to a 2.5 hour time limit if both coaches and umpire agree. This must be discussed before the game. If not discussed, the 2-hour time limit will apply.
UMPIRE HAS FINAL SAY. THIS CANNOT BE ARGUED OR PROTESTED.
- 11.G.13 There are a maximum of five (5) runs per inning. In the last inning, teams will be allowed to score a maximum of ten (10) runs. Teams will not continue to bat once the game is mathematically over. Once this point is reached during an inning or at the end of the game it will be ended and considered official. If it appears the entire 6 innings will not/cannot be played, the umpire may notify each manager that the inning about to be played will be the last inning. The 10 run rule will become effective for this inning and the game will be over after the inning is completed. This cannot be protested or argued.
- The game is essentially over if and when the following occurs based on score.**
- After the 4th inning, there's a run differential of more than **15** runs
 - After the 5th inning, there's a run differential of more than **10** runs
- 11.G.14 Metal spikes are NOT permitted.
- 11.G.15 Free player substitution of players is allowed. No player may sit for more than 2 consecutive innings.
- 11.G.16 All defensive players will take their spots before the inning begins
- 11.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. Catchers are required to 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.
- 11.G.18 No broken equipment should be used.
- 11.G.19 A manager or designated coach may visit the mound once to visit the same pitcher in the same inning. If a second visit to the same pitcher in the same inning is made, the pitcher has to leave the mound.

SCBA Rules and Regulations

- 11.G.20 Infield/Outfield shift ARE permitted. The infield may ONLY consist of Pitcher, Catcher, 1st baseman, 2nd baseman, Shortstop and 3rd baseman. No team shall utilize 5 infielders. Outfielders are to play their designated positions. An outfielder may be used to aid in holding runners on base, but must return to or as close to their positions once the pitch has been thrown
First Violation: Warning **2nd Violation:** Runner awarded 1 base (same rule as a balk.)
- 11.G.21 Players and Batters are permitted to wear sunglasses. Pitchers may only wear glasses if they are prescription.

BATTING RULES - 11/12

- 11.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.
- 11.B.2 Slug or Slap Bunting is permitted but only if the batter remains in the bunting position. A batter cannot show bunt and then get back into the hitting position and take a full swing.
- 11.B.3 The batting order will consist of the entire roster. If a player arrives late to a game, he will be inserted at the end of the lineup. If the team has already batted through their lineup one time, a player may not be added to the lineup or play in the game.
- 11.B.4 If first base is occupied with less than 2 outs, the batter cannot advance on a dropped third strike.
- 11.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. Coaches are required to enforce this rule.
- 11.B.6 Any batboy or batgirl must wear a helmet and remain in the dugout area until the play has ended.
- 11.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.
- 11.B.8 No designated hitter is allowed
- 11.B.9 Maximum 2 3/4 inch barrel size for all bats. There is no restriction on the drop between length and weight
- 11.B.10 Infield Fly Rule is used
- 11.B.11 A batter who draws a base on balls is commonly said to have been "walked" by the pitcher. ... When a walk occurs, the ball is still live: any runner not forced to advance may nevertheless attempt to advance at his own risk, which might occur on a steal play, passed ball, or wild pitch.

BASE RUNNING RULES - 11/12

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Updated 06/24/2025

STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 11.BR.1 The distance between bases will be 70 feet.
- 11.BR.2 Base runners may steal any base, including home
- 11.BR.3 Lead offs, Pitcher pick offs / balks will be incorporated from the beginning of the season. One warning per pitcher will be allowed and is the judgment of the umpire.
- 11.BR.4 NO INTENTIONAL HEADFIRST SLIDES but the players are allowed to dive back to a base. The runner who slides headfirst will be called out regardless of the result of the play.
- 11.BR.5 There is no sliding into first base. The runner will be declared out.
- 11.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, based on judgement by the umpire, if one is used, to the base or home plate.
- 11.BR.7 Overthrows that go out of play will result in base runners receiving one additional base. The ball will be considered dead at this point.
- 11.BR.8 Stealing of home is a special focus area. Runners must slide when attempting to steal home if either the pitcher or catcher is in the vicinity of the plate. The pitcher or catcher cannot block the home plate or the baseline if they do not have the ball or a play is not imminent. Example - Ball gets away to the backstop and there is no play at the plate. Runner would not have to slide. If there is a play to be made and the runner does not slide to avoid contact, he is called out regardless of the outcome of the play.
- 11.BR.9 A courtesy runner can be used for the catcher with two outs in an inning. The runner will be the player who made the last out

PITCHING RULES - 11/12

- 11.P.1 Pitchers will be subject to a limited amount of pitches and required rest period. Only pitches during the game are counted – warm ups are not counted. The following chart is The USA Baseball Pitch Smart-based pitch and rest period. Rest is in Calendar Days, not hours and starts the day after a player pitches. If a player pitches in more than one game in the same day, they must stay below 20 pitches in the first game to be eligible to pitch in the 2nd game.

Pitch Smart (ages 11-12)

- Daily Max (Pitches in a Game) is 85 pitches
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51 - 65 or more pitches in a day, three (3) calendar days of rest.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no calendar day of rest is required before pitching again.

- 11.P.2 If a pitcher reaches the maximum pitch count limit they do not have to be removed until the completion of the current at bat.
- **Examples on pitch count:** if a pitcher reaches 85 pitches during an at bat, the pitcher may finish the at bat, but must be removed after the at bat finishes.

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SCBA Rules and Regulations

- If a pitcher reaches exactly 20 pitches or less and is removed, they are not required to rest. However they cannot reenter the same game.
- Once the pitcher throws 21 pitches regardless of pitch count when the at bat started they then fall into the 1 day rest rule and so on into each rest category

- 11.P.3 Each team must designate an official recorder for pitch count. This person may also be the scorekeeper or assistant coach. Within 24 hours of completion of the game the pitch counts must be entered into the league website or database.
- 11.P.4 Catchers will not catch more than four innings on a day they pitch in a game
- 11.P.5 If a pitcher hits four batters in a single game, said pitcher must be replaced with another player immediately after the fourth hit batter.
- 11.P.6 Balks will be enforced at the beginning of the season. Umpires will issue 1 balk warning to each pitcher. Any subsequent balks by the same pitcher will result in a balk. Baserunners will advance one base and a ball will be issued to the batter's count.
- 11.P.7 *Reserved for future use*
- 11.P.8 *Reserved for future use*
- 11.P.9 Before each inning, pitchers will receive 6 warm-up pitches or 1 minute warm-up, whichever occurs first
- 11.P.10 Pitchers cannot wear sunglasses unless they are prescription.
- 11.P.11 The pitcher may not wear white garments that are visible. The pitcher may not wear any wristbands, including spirit bands, on either hand or arm while pitching. The pitcher may wear a glove under his/her mitt provided it is not white, yellow or grey. Pitchers may wear a protective mask
- 11.P.12 During the game, if a pitcher (including the starting pitcher) is removed from the mound, he cannot return to the mound for the rest of that game. This would include games that are postponed due to darkness and/or weather
- 11.P.13 On a bunt attempt by the batter, once the pitcher begins his/her pitching motion with a player on base, he/she must throw the ball to the plate. If a player stops his/her pitching motion without throwing the ball to the plate the pitcher shall be issued a balk. A warning shall be issued if it's the pitcher's first offense. If a pitcher has already been issued a warning, a balk will be issued upon this second offense.
- 11.P.14 Innings pitched in a canceled game count towards innings & pitches.

INJURY - 11/12

- 11.I.1 Any player showing symptoms of a concussion shall be removed for the remainder of the game. Such injuries shall be reported to the league commissioner.
- 11.I.2 If an injured player misses an at-bat, they may not bat for the remainder of the game, but can play in the field, if able. If the player is injured during an at bat and cannot continue, the next player in the batting lineup shall bat and inherit the injured batters count. A team will not be charged with an out for an injured or sick player. Teams will be charged an out if a player cannot bat for any reason other than injury or being sick (i.e. leaving game early) unless the situation is discussed at the pre-game meeting with the umpire.
- 11.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

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SCBA Rules and Regulations

will be used.

MANAGERS AND COACHES - 11/12

- 11.M.1 The dugout is limited to officially registered managers and assistant coaches.
- 11.M.2 Any discussions with the umpire shall include both managers and all umpires. Only the team managers shall have discussions with the umpire, not assistant coaches.
- 11.M.3 Managers and coaches shall refrain from making calls such as “ball”, “strike”, “safe”, “out”, before the umpire has made the call. First violation shall result in a warning; the second violation shall be removal from the game. Repeat offenders could face a multiple game suspension.
- 11.M.4 Managers may limit playing time for disciplinary reasons if they have received permission from the Governing Board of Community Baseball. All disciplinary-related restrictions must be announced to the umpire and opposing manager during ground rules. If the restriction is approved and announced at the beginning of the game, there is no penalty to the team. Limitations of play-time for disciplinary reasons may be any of the following:
- Removing the player from the batting lineup until a later inning. In this case, the player will be treated as if they arrived late and added to the end of the batting order.
 - Restricting fielding time of the player

SCBA Rules and Regulations



Competitive 13/14 Player Pitch Division

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STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 13.1 SCBA Community Baseball General Rules in combination with the OHSAA Baseball Rules with the following amendments.
- 13.2 Records and standings will be maintained which will determine each team's seeding for the season ending tournament. Records and standings will be maintained on the league website. League Website URL: <https://starkcountybaseballalliance.sportngin.com/>

LEAGUE RULES - 13/14

- 13.G.1 Both teams are 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
- 13.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. **(Games do not have to be played within the 10 days.)**
- 13.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.
- 13.G.4 Both managers will meet 5 minutes before the scheduled start of the game to exchange lineups.
- 13.G.5 The home team shall provide two baseballs for each game, one new baseball and one used baseball in good shape. The baseballs must be covered with leather, not plastic or any type of ball that is graded as a practice ball.
Good Solid Core Little League or USSSA-certified balls are required, preferably one the brands below:
Diamond
Rawlings
AD Starr
Baden
Wilson
- 13.G.6 The distance from the pitching rubber to the plate will be 54 feet
- 13.G.7 The home team is the official scorer. The home team's manager is responsible for recording the score on the SCBA Website. (See 9.2 for information) Each manager is required to keep the number of innings pitched (for age restricted pitchers) and record the pitch counts for each player who pitches in a game. These counts must be recorded on the SCBA website within 24 hours of your game conclusion or before the next scheduled game, whichever is first. If any pitch counts are disputed, any totals provided in Gamechanger will take precedence over paper hard copy score books.
- 13.G.8 The league will assign umpires for each home game. While two umpires are preferred, a game may proceed with one umpire present. In the event that no umpires are present at a field and a neighboring field, a base umpire from the neighboring field shall be pulled.
- 13.G.9 Each team will play 9 defensive players. Each player must play a minimum of three (3) defensive innings.

SCBA Rules and Regulations

- 13.G.10 Teams must have a minimum of eight players to begin a game. If a team cannot field 8 players at any point of the game, they must forfeit unless the team can locate a player using a player pool. (See rule GR.12 for rules regarding this)
- 13.G.11 Games are six (6) innings. A game is considered official if five (5) innings are played or if the home team is ahead after 4 ½ innings when play is suspended. If the manager agrees 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. All games stopped due to inclement weather or darkness are done so at umpire discretion and judgment. **This cannot be protested later.**
Weekday games (Mon - Thurs) during the school year will not start a new inning past 8:00 p.m.
All weeknight games during the school year, (Mon- Thurs) have a 2-hour time limit. No exceptions.
Weekday games after the school year can have up to a 2.5 hour time limit.
Weekend games (Fri, Sat & Sun) can have up to a 2.5 hour time limit if both coaches and umpire agree.
This must be discussed before the game. If not discussed, the 2-hour time limit will apply.
UMPIRE HAS FINAL SAY. THIS CANNOT BE ARGUED OR PROTESTED.
- 13.G.13 There are a maximum of seven (7) runs per inning. In the last inning, teams will be allowed to score a maximum of ten (10) runs. Teams will not continue to bat once the game is mathematically over. Once this point is reached during an inning or at the end of the game it will be ended and considered official. If it appears the entire 6 innings will not/cannot be played, the umpire may notify each manager that the inning about to be played will be the last inning. The 10 run rule will become effective for this inning and the game will be over after the inning is completed. This cannot be protested or argued.
- The game is essentially over if and when the following occurs based on score.**
- After the 4th inning, there's a run differential of more than **17** runs
 - After the 5th inning, there's a run differential of more than **10** runs
- 13.G.14 Metal spikes are permitted.
- 13.G.15 Free player substitution of players is allowed.
- 13.G.16 All defensive players will take their spots before the inning begins.
- 13.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.
- 13.G.18 Catchers are required to wear catcher's equipment – chest protector, helmet, face mask, shin guards, gloves and protective cup. It is recommended that all players wear a protective cup. The catcher may use a catcher's mitt or field player's glove.
- 13.G.19 No broken equipment should be used.
- 13.G.20 A manager or designated coach may visit the mound once to visit the same pitcher in the same inning. If a second visit to the same pitcher in the same inning is made, the pitcher has to leave the mound.

SCBA Rules and Regulations

- 13.G.21 Infield/Outfield shift ARE permitted. The infield may ONLY consist of Pitcher, Catcher, 1st baseman, 2nd baseman, Shortstop and 3rd baseman. No team shall utilize 5 infielders. Outfielders are to play their designated positions. An outfielder may be used to aid in holding runners on base, but must return to or as close to their positions once the pitch has been thrown **First Violation:** Warning **2nd Violation:** Runner awarded 1 base (same rule as a balk.)
- 13.G.22 Players and Batters are permitted to wear sunglasses. Pitchers may only wear glasses if they are prescription

BATTING RULES - 13/14

- 13.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.
- 13.B.2 Slug or Slap Bunting is permitted but only if the batter remains in the bunting position. A batter cannot show bunt and then get back into the hitting position and take a full swing
- 13.B.3 The batting order will consist of the entire roster. If a player arrives late to a game, he will be inserted at the end of the lineup. If the team has already batted through their lineup one time, a player may not be added to the lineup or play in the game.
- 13.B.4 If first base is occupied with less than 2 outs, the batter cannot advance on a dropped third strike.
- 13.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. Coaches are required to enforce this rule.
- 13.B.6 Any batboy or batgirl must wear a helmet and remain in the dugout area until the play has ended
- 13.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
- 13.B.8 No designated hitter is allowed.
- 13.B.9 Maximum 2 3/4 inch barrel size for all bats. Bat drop differential of -8 to -3 is allowed.
- 13.B.10 Infield Fly Rule is used
- 13.B.11 A batter who draws a base on balls is commonly said to have been "walked" by the pitcher. ... When a walk occurs, the ball is still live: any runner not forced to advance may nevertheless attempt to advance at his own risk, which might occur on a steal play, passed ball, or wild pitch.

BASE RUNNING RULES - 13/14

- 13.BR.1 The distance between bases will be 80 feet.

SCBA Rules and Regulations

- 13.BR.2 Base runners may steal any base, including home. Baserunners may slide head first into all bags except home.
- 13.BR.3 Lead offs, Pitcher pick offs / balks will be incorporated from the beginning of the season. One balk warning per pitcher will be allowed and is the judgment of the umpire
- 13.BR.4 *reserved for future use.*
- 13.BR.5 There is no sliding into first base. The runner will be declared out.
- 13.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, based on judgement by the umpire, if one is used, to the base or home plate.
- 13.BR.7 Overthrows that go out of play will result in base runners receiving one additional base. The ball will be considered dead at this point
- 13.BR.8 Stealing of home is a special focus area. Runners must slide when attempting to steal home if either the pitcher or catcher is in the vicinity of the plate. The pitcher or catcher cannot block the home plate or the baseline if they do not have the ball or a play is not imminent. Example - Ball gets away to the backstop and there is no play at the plate. Runner would not have to slide. If there is a play to be made and the runner does not slide to avoid contact, he is called out regardless of the outcome of the play.
- 13.BR.9 A courtesy runner can be used for the catcher with two outs in an inning. The runner will be the player who made the last out.

PITCHING RULES - 13/14

- 13.P.1 Pitchers will be subject to a limited amount of pitches and required rest period. Only pitches during the game are counted – warm ups are not counted. The following chart is The USA Baseball Pitch Smart-based pitch and rest period. Rest is in Calendar Days, not hours and starts the day after a player pitches. If a player pitches in more than one game in the same day, they must stay below 20 pitches in the first game to be eligible to pitch in the 2nd game.

Pitch Smart (ages 13-14)

- Daily Max (Pitches in a Game) is 95 pitches
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest.
- If a player pitches 51 - 65 or more pitches in a day, three (3) calendar days of rest.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 20 pitches in a day, no calendar day of rest is required before pitching again.

- 13.P.2 If a pitcher reaches the maximum pitch count limit they do not have to be removed until the completion of the current at bat.

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SCBA Rules and Regulations

Examples on pitch count: if a pitcher reaches 95 pitches during an at bat, the pitcher may finish the at bat, but must be removed after the at bat finishes.

- Once the pitcher throws 31 pitches regardless of pitch count when the at bat started they then fall into the 1 day rest rule and so on into each rest category

13.P.3 Each team must designate an official recorder for pitch count. This person may also be the scorekeeper or assistant coach. Within 24 hours of completion of the game the pitch counts must be entered into the league database.

13.P.4 Catchers will not catch more than four innings on a day they pitch in a game.

13.P.5 If a pitcher hits four batters in a single game, said pitcher must be replaced with another player immediately after the fourth hit batter

13.P.5 If a pitcher hits four batters in a single game, said pitcher must be replaced with another player immediately after the fourth hit batter

13.P.6 *reserved for future use.*

13.P.7 *reserved for future use.*

13.P.8 *reserved for future use.*

13.P.9 Before each inning, pitchers will receive 6 warm-up pitches or 1 minute warm-up, whichever occurs first.

13.P.10 Pitchers cannot wear sunglasses unless they are prescription.

13.P.11 The pitcher may not wear white garments that are visible. The pitcher may not wear wristbands, including spirit bands, on either hand or arm while pitching. The pitcher may wear a glove under his/her mitt provided it is not white, yellow or grey. Pitchers may wear a protective mask

13.P.12 During the game, if a pitcher (including the starting pitcher) is removed from the mound, he cannot return to the mound for the rest of that game. This would include games that are postponed due to darkness and/or weather.

13.P.13 On a bunt attempt by the batter, once the pitcher begins his/her pitching motion with a player on base, he/she must throw the ball to the plate. If a player stops his/her pitching motion without throwing the ball to the plate the team shall receive a warning on the first offense. Subsequent offenses will result in a ball to the count and one base to the runner (including home)

13.P.13 Innings pitched in a stopped game count towards innings & pitches

INJURY - 13/14

13.I.1 Any player showing symptoms of a concussion shall be removed for the remainder of the game. Such injuries shall be reported to the league commissioner.

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STATE OF OHIO HEALTH ORDER/RULES SUPERSEDE ANY RULE WITHIN

SCBA Rules and Regulations

- 13.I.2 If an injured player misses an at-bat, they may not bat for the remainder of the game, but can play in the field, if able. If the player is injured during an at bat and cannot continue the next player in the batting lineup shall bat and inherit the injured batters count. A team will not be charged with an out for an injured or sick player. Teams will be charged an out if a player cannot bat for any reason other than injury or being sick (i.e. leaving game early) unless the situation is discussed at the pre-game meeting with the umpire.
- 13.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

MANAGERS AND COACHES - 13/14

- 13.M.1 The dugout is limited to officially registered managers and assistant coaches.
- 13.M.2 Any discussions with the umpire shall include both managers and all umpires. Only the team managers shall have discussions with the umpire, not assistant coaches.
- 13.M.3 Managers and coaches shall refrain from making calls such as “ball”, “strike”, “safe”, “out”, before the umpire has made the call. First violation shall result in a warning; the second violation shall be removal from the game. Repeat offenders could face a multiple game suspension.
- 13.M.4 Managers may limit playing time for disciplinary reasons if they have received permission from the Governing Board of Community Baseball. All disciplinary-related restrictions must be announced to the umpire and opposing manager during ground rules. If the restriction is approved and announced at the beginning of the game, there is no penalty to the team. Limitations of play-time for disciplinary reasons may be any of the following:
- Removing the player from the batting lineup until a later inning. In this case, the player will be treated as if they arrived late and added to the end of the batting order.
 - Restricting fielding time of the player

SCBA Rules and Regulations

Fall Baseball Rule Modifications

7U/8U Coach Pitch Instructional Division

Players Age is based on being 8 or younger as of Dec 31st of current year

9/10 Player Pitch Instructional Division

Players Age is based on being 10 or younger Dec 31st of current year

11/12 Player Pitch Instructional Division

Players Age is based on being 12 or younger Dec 31st of current year

13/14 Player Pitch Instructional Division

Players Age is based on being 14 or younger Dec 31st of current year

High School Player Pitch Instructional Division

All Players that will be attending High School as of the Fall of the current year should be playing in the High School Division and not playing down in 13/14 unless approved by the SCBA Board and Director. This Division is meant to be a development Division for rising Freshman getting ready to try out for their High School teams. Due to many communities not having enough High School rising Freshman and Sophomores, we will not be restricting rising Juniors and Seniors from playing, but Juniors and Seniors will have pitching limitations.

Freshman and Sophomores - There are no pitching limitations for beyond Smart Pitch standards.

Juniors and Seniors - Will be limited to a max of 2 innings (6 outs) per game.