

S.B.A Playdowns

- Scarborough Baseball Association hold year end playdowns in Rookie Ball / Mosquito / Pee wee
- Each league is eligible to send a house league or interlock team for each division (usually first place regular season team or playoff champions).

1.0 PLAYDOWN HOSTS & CONTACTS

<u>Division</u>	<u>Host League</u>
Rookie Ball	Wexford / Agincourt
Mosquito	West Hill
Pee wee	Birchmount

2.0 CONDUCT

- 2.1 No games are to be protested.
- 2.2 Any coach or player using profane or abusive language, unnecessary roughing or deliberately throwing equipment shall receive a single warning. If offence continue, offender(s) will be ejected from the game.
- 2.3 Any umpire who feels that a coach or player is using unnecessary remarks or language towards an opponent that he/she feels is abusive or unsportsmanlike will eject the coach or player after one warning
- 2.4 Players will be allowed to cheer or chant from the dugout, but at no time may they address or call an opponent by any name (their own or otherwise).
- 2.5 All coaches must remain in the dugout or on the bench with the exception of the coaches in the coach's boxes. Non-team members will not be allowed in the dugout.
- 2.6 All players, unless playing in the field, at bat, on deck, or running a base must remain in the dugout or on the bench unless permission is given from the coach for a player to practice throwing or catching behind the screen, out of the playing area.
- 2.7 Any coach or manager smoking on the playing field or in the dugout will be ejected from the game after one warning from the umpire. Any coach who leaves the playing field during a game for whatever purpose shall not give coaching instructions to any player on the field, give any instruction to any coach on the field, or address any umpire on the field unless the game is between innings. Any coach ejected from a game may sit in the stands, providing he/she does not give any coaching instructions to his/her team or other coaches. An umpire will direct any suspended or ejected coach to leave the park if he/she feels that the coach is acting in a coaching capacity or disrupting the course of the game from the sidelines.

3.0 GENERAL RULES

- 3.1 The host league will set start times and game lengths.
- 3.2 Local ground rules will apply in parks where tournaments are held.
- 3.3 All Players must be registered with the team entered. Exception: Alternates, if required, must be a house league or interlock player from a lower age group, alternates must be identified on the scoresheet.
- 3.4 **All games will be 1 hour 45 minutes no new inning, inning must be finished. In the event of a tie extra innings will be played till the tie is broken in complete innings.**
- 3.5 A 10 run mercy rule shall apply after completion of 4 1/2 innings if home team is winning, 5 if visiting team is ahead.

- 3.6a) If a game is called due to bad weather, it will be considered a complete game if 3 1/2 innings have been completed and the home team is winning (4 innings must be completed if the home team is losing).
- b) If a game is called due to bad weather before rule 3.6a is satisfied the game must be rescheduled. The coaches must inform the coordinator who will advise them of the new date. This applies to games that may or may not have started to be played.
- c) At the first sign of lightning, the home plate umpire will rule the game over. Players and coaches will be asked to leave the playing field immediately. The game will be rescheduled unless rule 3.6a has been satisfied.
- 3.7a) All players in attendance at the start of the game will be listed on the score sheet. This order will remain the same for the entire game regardless of field substitutions.
- b) A player who arrives after a game has started will be added to the bottom of the batting order and must wait until his/her team is at bat before he/she can start to play.
- c) If a team does not have **9 players** ready to play ball by 15 minutes after the game time the game will be forfeited to the opposing team (score 7 - 0).
- d) If neither team has the required players ready to play 15 minutes after game time, both teams will receive a loss (game is not rescheduled).
- 3.8 In order to ask the umpire for time out a coach or manager must be in the coach's box or dugout. Time out will only be in effect after an umpire has acknowledged the time out request.
- 3.9 If it is brought to an umpire's attention that a batter is not batting in the proper order, the proper batter will then take his/her place in the batter's box and assume the same count left by the illegal batter. If the illegal batter is not discovered until after his/her turn at bat is completed then official Baseball Rules will apply (page 45 #6.07).
- 3.10 Dangerous use of a bat, i.e. unintentionally throwing the bat after a swing, hit or miss, shall be a warning for the first offence, automatic out for the second and a game ejection for the third offence. **1 Warning per team will be given.**

4.0 EQUIPMENT AND UNIFORMS

- 4.1a) All players must wear a regulation team sweater and baseball cap on the playing field. All players must wear long pants on the playing field. **No shorts or cut-offs are allowed on the playing field.**
- b) All coaches must wear official league coaches sweaters on the playing field unless the coach is a substitute coach and has not been issued a sweater. In this case, the umpire and opposing coach must be so advised at the commencement of the game. All coaches, regular or substitute must wear a baseball cap on the field and long pants. No shorts or cut-offs are permitted on the playing field.
- 4.2 Players may use gloves of any type or color in any position. Exceptions to this rule: a catcher's glove may be worn only at the catchers position, a trapper may be used only by the 1st baseman and in mosquito and peewee a pitcher may not use a white glove
- 4.3a) The on deck batter, the batter and base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designed by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has been retired or has crossed home plate.
- b) Any base runner intentionally removing their helmet while running the bases will be warned once and called out on any subsequent occurrence.
- 4.4a) Catchers are required to wear a mask with a throat protector, helmet, chest protector, shin guards, cup and cup type supporter during the game. Any team member serving as a catcher to warm up a pitcher shall wear a mask with throat protector.

- b) It is strongly recommended that all players use athletic protectors. It will be up to the discretion of the parent/guardian of the player, coach and player.

4.5 No metal spikes are allowed.

- 4.6 In Mosquito and Peewee pitchers may not wear any sweatbands, watch or bracelet on either their throwing or catching wrist. If an umpire sees a pitcher in violation of this rule, he/she will only be asked to remove the article. The only exception to this rule is if the article in question is a medic alert bracelet.
- 4.7 Wooden and metal bats shall be allowed in SBA play. These bats shall meet the dimensional requirements specified in the rule 1:10 of the Official Rules of Baseball.
- 4.8 All equipment that is not in use must be kept off the playing field, in the team's dugout (injuries can result from players tripping on a loose ball or helmet while attempting to field a ball). Any interference resulting from equipment that is not in its place will result in the batter being called out. Any thrown ball that touches a piece of equipment will be ruled dead, the ball will be considered as having entered a dugout and the book rule will apply.

5.0 ROOKIE BALL RULES

5.1 Diamond Layout

- a) The base lengths are 65 feet.
- b) The pitching machine is placed directly in front of home plate at a distance of 40 ft.
- c) An 8 ft. diameter safety circle shall be marked off directly in front of home plate and its centre shall be 40 ft. from home plate. No player is permitted to enter the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle.
- d) The electrical cord must be buried from the pitching machine to the electrical outlet or generator.

5.2 Playing Rules

- a) Minimum 9, maximum of 11 defensive positions: a catcher, a 1st baseman, a 2nd baseman, a 3rd baseman, a shortstop, a left fielder, a right fielder, 2 pitchers and 2 centre fielders.
- b) Pitcher(s) must stand beside the pitching machine outside of the safety circle and behind the release point of the pitching machine. Lines shall be drawn from the release point to 4 ft. beyond the circle. The pitcher(s) must have both feet on a line until the ball is released from the pitching machine. Only the pitcher(s) may return a live ball to the operating coach with runners on base. The pitcher(s) must wear a regulation batting helmet with an attached chin strap. Play will be stopped when a pitcher returns to the pitching lines with the ball.
- c) The pitching machine speed cannot be altered except at the end of an inning. Any tampering with the machine speed by the coach feeding the machine shall result in his/her immediate ejection. If the machine is malfunctioning it may be adjusted at the discretion of the umpire. The speed will be agreed upon by the coaches at the start of the game. If there is not an agreement between the coaches, the plate umpire shall have the final say. The recommended speed is 40 MPH. The height may be adjusted at any time as required.
- d) Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes, he/she strikes out. Note: If a ball crosses the plate over a batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- e) Batters cannot walk or bunt, (Bunts are automatic outs)
- f) Base runners cannot leave the base until the ball crosses the plate. One warning will be issued per team, for any infractions thereafter the runner will be called out.
- g) If a batted ball hits the pitching machine, the ball bucket or any adult in the playing field, then the ball is declared dead and the batter is awarded first base with the corresponding move of any base runners who may be forced to move.
- h) The plate umpire shall be behind the catcher. The second umpire is the traditional base umpire.
- I) Up to 4 games may be played in one day.

- J) An inning shall be 3 outs or the maximum of 10 batters. In the case of the tenth batter, the ball must go to the catcher who tags the plate. Exception; If there are 2 out and the tenth batters fly ball is caught then the side is retired.
- K) The offensive team must supply an adult to operate the pitching machine.
- 5.3 Approved balls, any baseball approved for Mosquito or ATE Tuffy Supersoft may be used.

6.0 MOSQUITO RULES

- 6.1 Mosquito field dimensions: bases 65 feet apart, pitching rubber 45 feet from home plate.
- 6.2 **A half inning will be over when 3 are out or 5 runs have scored for the first 3 innings. From the fourth inning onwards runs will be unlimited.**
- 6.3 **Base Running**
- a) Runners are entitled to 1 base on any ball pitched by the pitcher and goes out of play or lodges in the screen or the backstop.
 - b) On any balls thrown out of play by the players on the playing field, the runner is entitled to advance 1 base beyond the base he/she was trying to reach.
 - c) On any balls thrown by a player on the playing field, which goes by a player and remains in fair territory, the ball is live and the runner may advance at his/her own risk.
 - d) Runners may advance to any base on all balls thrown from the catcher to the pitcher.
 - e) Runners may advance 1 base, including home plate, on any wild pitches or passed balls thrown by the pitcher to the catcher.
 - f) Leads offs **will not** be permitted. Base stealing will be permitted only as follows: Base runners will be allowed to leave their base after the pitched ball **leaves the pitchers hand.**
 - g) Courtesy runners will be permitted for an injured player. The runner will be the last batter who was out.
 - h) **Courtesy runners should also be provided for catchers with 2 out.**
- 6.4 The infield fly rule **will not** apply in mosquito.
- 6.5 **Pitching**
- a) No pitcher may pitch in more than **3 innings in any one game (regardless of the number of outs made).**
 - b) Coaches must inform scorekeepers of pitching changes so that inning / outs pitched can be recorded.
 - c) Any pitcher who accidentally hits **3 batters in a game** shall be removed as a pitcher for that game.
 - d) He/she may assume another position.
 - e) Any intentional hit of a player by the pitcher will result in ejection.
 - f) Balks will not be called. The balk rule is designed to protect runners, since lead-offs are not allowed the balk rule doesn't apply. Coaches and umpires will advise pitchers of any illegal moves to assist them in later years.
 - g) A manager or coach or other team official will be allowed **1** conference per inning with his/her pitcher.
 - h) A second trip to the mound in any one inning will necessitate the removal of the pitcher, as a pitcher for the duration of the game. The player in question can remain in the game as a player at another position but cannot pitch at all.
- 6.6 **Batting**
- a) The batter is automatically out on a 3rd strike.
 - b) If a batter should be hit by a pitch, he/she will take first base.
 - c) No batter is to be intentionally walked.

7.0 PEEWEE RULES

7.1 Peewee field dimensions: bases 75 feet apart, pitching rubber 50 feet from home plate.

7.2 A half inning will be over when 3 are out.

7.3 Base Running

- a) Runners are entitled to 1 base on any ball pitched by the pitcher and goes out of play or lodges in the screen or the backstop.
- b) On any balls thrown out of play by the players on the playing field, the runner is entitled to advance 1 base beyond the base he/she was trying to reach.
- c) On any balls thrown by a player on the playing field which goes by a player and remains in fair territory, the ball is live and the runner may advance at his/her own risk.
- d) Runners may advance to any base on all balls thrown from the catcher to the pitcher.
- e) Runners may advance 1 base, including home plate, on any wild pitches or passed balls thrown by the pitcher to the catcher.
- f) Leads off and base stealing will be permitted.
- g) Courtesy runners will be permitted for an injured player. The runner will be the last batter who was out. Courtesy runners should also be provided for catchers with 2 out.

7.4 The infield fly rule **will** apply.

7.5 Pitching

- a) No pitcher may pitch more than 4 complete innings or 12 outs in any one game. Coaches must inform the scorekeepers of pitching changes so that inning/outs pitched can be recorded.
- b) Any pitcher who accidentally hits 3 batters in a game shall be removed as a pitcher for that game. He/she may assume another position.
- c) Any intentional hit of a player by the pitcher will result in ejection.
- d) Balks will be called.
- e) A manager or coach or other team official will be allowed 1 conference per inning with his/her pitcher. A second trip to the mound in any one inning will necessitate the removal of the pitcher, as a pitcher for the duration of the game. The player in question can remain in the game as a player at another position but cannot pitch at all.

7.6 Batting

- a) If a batter should be hit by a pitch, he/she will take first base.