Smyrna Baseball League

League Administrative Rules

1. Player protections: Each team is allowed to *"protect"* a defined number of players in advance of the draft. A player that is to be protected must be listed on the coach's application. In a season with player evaluations, no player may be protected by a coach AFTER he has been assigned his player number. In a season without player evaluations, no player may be protected by a coach within three days of the draft. Note: Coach's children MUST be protected. It is not allowed to put a coach's child in the draft for the purposes of protecting another player and then expecting other teams not to select that player.
2. Protections Allowed by Division:
    a. T-Ball and Coach Pitch Divisions:
        i. 3/4 T-Ball division coaches can protect their entire roster. (10 protects)
        ii. 5u, 6u, 7u, and 8u division coaches are allowed five (5) protects.
    b. Player Pitch Divisions:
        i. 9u and 10u division coaches are allowed six (6) protects.
        ii. 11/12 and 13/14 division coaches are allowed seven (7) protects.
        iii. 15/18 division coaches are allowed nine (9) protects.
3. Players Assigned Division: Players are assigned to divisions based on their age as of May 1st of the current baseball year. A baseball year begins in the fall and ends in the spring. It is the intent of the league to have ALL players in their proper age division. There are rare occasions where playing in a different division is appropriate. If it is believed that situation exists, a request may be made to the division commissioner and VP of the appropriate park, prior to the conclusion of registration. NOTE: Due to league insurance regulations, players are disallowed from participating in lower age division without exceptional circumstances and authorization.

    a. A player approved to play up a division must remain there until they age up or get approved to play up to the next division.
    b. A play may not play down a division after they have played up.
4. Proper Order for Resolving Complaints: Throughout the course of the season issues arise in a variety of manners that require board involvement. When a situation arises, the proper chain of command should be followed to provide consistency and not overwhelm one volunteer in a given position. If the issue involves something during a game that needs immediate attention, the board member on duty should be found and the situation discussed immediately. If the issue is after the fact, or not in the immediate confines of the ballpark, the appropriate division commissioner should be contacted first. Both coaches and parents can continue to follow a "chain of command" in attempting resolve an issue. The chain of command is as follows:
    a. Division Commissioner
    b. Park Vice President
    c. League President
    d. If the issue involve another specific element, then the proper board member should be the first contact before a division commissioner. For example:
        i. An issue with sign-up is first addressed to the Player Agent,
        ii. An issue with concession stand worker should be directed to the concession manager,
        iii. An equipment issues should be directed to the equipment manager,
        iv. Etc.

e. If an attempt is made to circumvent the established process, the Board may or may not act on the issue *after the fact* as they see fit.

5. End of Season Rankings/Tournament Seedings are determined by the win/loss record of teams in the division. In the case that two or more teams finish the season with the same record the following tiebreakers will be used. The first tiebreaker is the win/loss record among the tied teams. If still tied, the last tie breaker for the 10u division and below will be a coin toss. For the 11/12, 13/14, and 15/18 divisions, the tiebreakers will be Total Runs Allowed, Total Runs Scored, and then a coin flip. When more than two teams are tied, each time a tie breaker eliminates a team the process will start over with the teams remaining. There will be no end-of-season tournament for the 3/4 T-Ball Division.

   a. For 5u, 6u, 7u, and 8u divisions, a tie breaker game will be played (when time allows) between two tied first place teams only when records are tied and no head-to-head elimination is possible.
   b. 5U and 6U Tournament: 1st extra innings will begin with 1 out and a runner on 2B. 2nd extra innings will begin with one out and runners on 2B and 3B. Last batter recorded will base runners. Afterwards, a coin flip will occur will determine the winner.

6. Championship Game Time: 5u, 6u, 7u and 8u division championship games in the top bracket of each division will play with that age group's regular time limit. Bracket finals games in silver or bronze divisions will play with that age group's regular time limit.
   9u, 10u, 12u, 14u and 18u division championship games in the top bracket of each division will play without a time limit. Bracket finals games in silver or bronze divisions will play with that age group's regular time limit.
   a. If a top bracket double elimination tournament results in an "if" game, that game will also be played with no time limit.
7. Draft Procedures: Each season, the coaches awarded a team will be notified and a draft date/time will be established for each division. The following outlines the general provisions of a draft for each division:
   a. Each team may have no more than two coaches attend the draft. Only one coach will be the designated spokesperson for that team. (No players should be at the draft – as items concerning players may be discussed.)
   b. Evaluation Draft rules:
      i. Draft order is based on a team's number of registered protects. (Example: In a 10-team draft, if there are two teams with one save each, those teams would randomly draw draft order #1 and #2. If three teams have three saves each, those teams would randomly draw for draft order #3, #4, and #5, and so on until all teams are in a loaded draft order.
      ii. The first two rounds will be based on draft order picks which will be randomly selected by each coach or their representative. Every team picks a player in serpentine order.
      iii. Following the second round, teams are equalized in terms of number of players. This will take place in the draft order (e.g., If four teams protect two players and the other teams protect four, then the four teams will select their 3rd and 4th players in the draft order until all teams have the same number of players.).
      iv. Once all teams have an equal number of player then the draft rounds are in serpentine order, meaning the first full round goes from 1st to Last, the second round goes from Last to 1st, and so on until all players have been selected.

v. For each division, a maximum number of players will be identified by age per team. This age split will be based upon the number of registrants of each age and coaches will draft according to these limits (e.g., If there are only enough 10-year-olds for each team to have four, teams with more than three 10-year-olds may only choose nine-year-olds until all 9s have been selected.).

vi. All players that attend the skill evaluation must be selected before any player in that age division can be selected from the blind draft.

c. Blind Draft rules:
    i. The first order of business is to equalize all teams in terms of number of players. This will take place in the draft order (e.g., If four teams protect two players and the other teams protect four, those four teams will select their 3rd and 4th players in draft order until all teams have the same number of players.).
    ii. Once all teams have an equal number of player, the first full round of the draft takes place. The draft rounds are in serpentine order, meaning the first full round goes from 1st to Last, the second round goes from Last to 1st, and so on until all players have been selected.
    iii. For each division, a maximum number of players will be identified by age per team. This age split will be based upon the number of registrants of each age and coaches will draft according to these limits (e.g., If there are only enough 10-year-olds for each team to have four, teams with more than three 10-year-olds may only choose nine-year-olds until all 9s have been selected.).
d. No trading of players is allowed after selection.
e. Parents have the right to refuse a coach. If the player is selected by that team's coach, the selector will be asked to choose a different player. Parent may not refuse more than two coaches. This has been used in the past to try to steer an unprotected player to a specific team.
f. Non-sibling or non-household ride-share requests will not be honored. The league reserves the right to request proof of guardianship and shared residency for any sibling-based exceptions.

8. Player Removal: SBL may remove a player from the league for the participating season if the player misses three or more practices, games, or a combination thereof without good faith communication from the player's representative to the player's coach regarding their intention to attend. Coaches must do their due diligence in attempting to communicate with the player's representative prior to removal. Returned registration money for removed players will be subject to the SBL Refund Policy.
9. Coaching Privilege: Coaches must be a Member in Good Standing to coach in SBL. Coaching is a privilege and not guaranteed.
10. Extreme Heat: SBL adheres to the TSSAA heat policy whenever the heat index exceeds 104 degrees.
11. Disability: SBL adheres to the Little League Participant Disability Policy.

Smyrna Baseball League – League Rules

Smyrna Baseball League is governed by the National Federation of High School rules as modified by the below local league rules. In the event a situation is not covered by either set of rules, the rules of Major League Baseball will be applied.

All COACH PITCH (5u, 6u, 7u, and 8u) and T-BALL (3/4) Divisions

1. Game Start Times: Games will start at 5:30 p.m. and 7:00 p.m. on weekdays (and 8:30 p.m. on Fridays for the 7u and 8u Division only as needed). Games will begin at 9:00 a.m. on Saturday and continue until all scheduled games are completed that day. The Board will schedule make up games as necessary, normally on Wednesday and Sunday.
2. Scorecard Record: Each Manager must sign the umpire's scorecard after each game. The completed card becomes the official record of the game score. Game cards must be signed when a game is interrupted as well even if the game is going to be replayed. Before signing the card, each manager shall be given time to review the card and ensure that the team names and TOTAL score (as listed in the total score box) is accurate.
3. Official Game Start Times: Umpires shall designate the official start time and advise the scorekeeper of the time. The first game of each day will start at the scheduled time (i.e. 5:30 p.m. on weekdays and 9:00 a.m. on Saturdays). The first game will NOT be started early unless both coaches agree. Subsequent games will start at their scheduled time OR earlier if the field is available. The subsequent game(s) on weekdays MAY start no more than 15 minutes earlier than scheduled time. Games on weekends MAY start no more than 30 minutes earlier than scheduled time. It is the responsibility of the coaches to have teams at the fields and ready for play based upon the earliest possible game start.
    a. There will be no umpires, score or timekeeper in the 3/4 T-Ball Division.
4. Grace Period: There will be a ten (10) minute grace period for late players for the FIRST GAME ON WEEKDAYS ONLY (NOTE: If the grace period is needed, neither the game clock nor the game itself will start. The Manager needing the grace period shall inform the umpires immediately of the need.).
5. Game Time Limits: All games in Coach Pitch Divisions will have an official time limit of one hour and ten minutes (1:10). Games are played until the time has expired or the maximum innings has been reached, whichever occurs first. All coach-pitch divisions will play a maximum of six (6) innings. No normal inning shall start after the time limit is reached. The next inning starts at the time the third out is called in the prior inning.
6. 3/4 Game Time Limits: All games in T-Ball Division (3/4 age group) will play 45 minutes with a 2 inning max. Innings in progress at the time limit will be completed.
7. Interrupted Games: During the regular season, games that have not become official shall be replayed in their entirety. Any tournament games that have not become official shall be

suspended and resumed from the point of interruption. A game shall be deemed official if either more than half of the innings have been played or forty-five minutes of the game time has elapsed. For all coach-pitch divisions more than half will be after four innings (or 3 ½ if the home team is ahead).

8. Suspended Game Resumption: When a suspended game is resumed each team shall keep their lineup the same. In the event a player that was in the original lineup cannot attend the resumed game that player may be replaced with a recruited player without penalty or may be skipped without an out being called (if the team still has nine players). If the situation exists that a regular member of the team was not on the lineup for the original game but is available for the resumed date that player (s) shall be used first to replace missing players.
9. Replacement Players: The 6u, 7u, and 8u divisions shall recruit from the next lowest age division or from their own division for pick-up players if no younger division players are available. The 3/4 and 5u divisions shall only recruit from their own division.
    a. Recruited players are to be used to bring a team up to nine players in Coach Pitch Divisions and the established minimum for T-Ball Divisions. A team may pick-up a maximum of four players for a game.
    b. Coach Pitch Divisions: Recruited players shall be placed at the bottom of the lineup for batting. The first recruited player shall play defense in right field, the second in left field, the third in center field, and the fourth at second base.
    c. 3/4 T-Ball Division: Recruited players shall be placed at the bottom of the lineup for batting. Recruited players can play in any position EXCEPT pitcher or first base.
    d. If a coach has acquired a pick-up player and one of his own players arrives late to the game, the pick-up player will NOT be removed from the lineup. The late player and the pick-up player will be treated as a single player on the lineup and will alternate innings on defense and times at bat.
        i. The late player from the team is required to play the same defensive position as the pickup player in this situation.
        ii. If the pickup player has played two innings on defense OR had two at-bats, then any team player arriving after that will not be allowed to enter the game.
10. Coach Pitch Divisions Batting: Each team bats the entire line up (All Players).
    a. There is a maximum of seven (7) runs per half inning.
        i. 5u and 6u division will have a maximum of five (5) runs per half inning.
    b. For 5u and 6u Coach Pitch only, there is a three-foot arc in front of home plate that is used when a player is hitting off the tee. When hitting off the tee, the ball must go on or beyond this arc to be called a fair ball.
    c. 5u, 6u, 7u and 8u Coach Pitch will be allotted five (5) pitches per batter.
        i. [**UPDATE – Spring 2025**] In 5u Coach Pitch, the coach must pitch four (3) pitches to the batter before allowing a batter to use the tee. The coach can go to the tee after throwing three (3) pitches. If the coach elects to pitch all five (5) then a foul ball on the 5th pitch continues the at-bat like regular baseball. (Once a 5th pitch is thrown and fouled, the coach cannot then elect to go to the tee; they must complete the at bat by throwing to the batter.)
        ii. In 6u Coach Pitch, the coach must pitch four (4) pitches to the batter before allowing a batter to use the tee. The coach can go to the tee after throwing four (4) pitches. If the coach elects to pitch all five (5) then a foul ball on the 5th pitch continues the at-bat like regular baseball. (Once a 5th pitch is thrown and fouled, the coach cannot then elect to go to the tee; they must complete the at

bat by throwing to the batter.)

iii. In 7/8 Coach Pitch, each batter gets five (5) pitches or three (3) strikes.

d. The baseline does not exist until the ball is put in play. The baseline for the runner is three feet only when a tag is being applied by a defensive player.

11. 3/4 T-Ball Division Batting: Each team bats the entire line up (All Players).
    a. All players on a team bat each half inning.
    b. The three-foot arc used for 5u and 6u Coach Pitch is also used for T-Ball.
    c. Each batter gets four (4) swings off the tee. If the 4th swing results in a foul ball the batter is out.
    d. All batters will take four (4) swings. The coach can pitch to players, players can take their swings from the tee, or any combination that equates to four (4) swings total.
    e. The baseline does not exist until the ball is put in play. The baseline for the runner is three feet only when a tag is being applied by a defensive player.
12. Defensive Participation: Everyone plays defense each inning (that includes the entire team even if there are 11 players).
13. Number of Adults in Play: Each team will be allowed no more than five (5) adults in the dugout to coach the team and/or manage the dugout. In 5u and 6u Coach Pitch, there will be no more than three (3) adults in the outfield while on defense. In 7u Coach Pitch, no adults are allowed in the outfield while on defense. One coach per team is allowed in the outfield, in deep foul territory on each side of the field in the brown. In 8u Coach Pitch, no adults are allowed in the outfield while on defense and no coaches are allowed in the outfield, in deep foul territory.
14.
    a. No coach shall sit on a bucket during the game on the field. Buckets must remain inside the dugout.
    b. A coach is allowed one defensive timeout per inning. If a coach calls two timeouts in an inning, that team's player-pitcher will be removed from that position for the remainder of the game.
15. Ejections / Player & Coach Suspensions:
    a. All adults must adhere to the Code of Ethics they have acknowledged to allow player participation in the league and/or to serve as a volunteer in any capacity with SBL, including as a coach. We also expect players to understand the expectations of their behavior as well.
    b. If an umpire removes a coach from a game, that coach shall not be allowed to participate in his/her next two played games for the team in which he was ejected. The offending coach has the right to request an appeal by submitting an appeal form that may be found on the SBL website. The request for reinstatement will be considered before the members directed by the SBL Board President. The coach must notify the proper chain of command of the desire to appeal the ejection within 24 hours of the ejection. A second ejection of a coach shall result in the coach being banned from coaching for the remainder of the season. The offending coach has the right to appeal before the SBL Board for reinstatement. If a coach, coaches multiple teams in SBL, that coach shall not be allowed to participate in his/her next played game for any team until after the next played games of the team in which he/she was ejected from has been concluded.
    c. If a player is ejected from a game, that player will not be allowed to participate in his/her next played game. If the same player is ejected a second time during the same season, the player shall sit out his/her next played game or games until the player

appears before the next meeting of the SBL Board to show cause why the player should be permitted to finish the season. The final decision will be at the discretion of the SBL Board.

d. If a spectator is ejected from a game, he/she must leave the park immediately. Not leaving immediately could result in the team's forfeiture of the game, additional suspensions, and notification of the Smyrna Police Department. If a spectator is ejected twice in a season, he/she will be banned from attending SBL events.
e. If an action is deemed excessively malicious, the SBL President can impose player or coach suspensions in addition to the ejection penalties listed above.
f. If an ejection occurs after the game has concluded, the penalty shall include the next two played games (Note: The reason is that an ejection during the game involves loss of time in two games where an ejection after a game is over will not.).
g. If a player is removed from a game for using profanity OR is caught using profanity anywhere within the jurisdiction of the Smyrna Baseball League (practice fields, playing fields, or anywhere else in the baseball parks) that player shall be subject to an additional suspension of one game. This same rule applies to the use of tobacco products by any player (regardless of age) while participating in league events (Note: This penalty can be applied by umpires as well as any league board member that witnesses the incident.).
h. In the event a team's scheduled game results in playing a scrimmage due to a forfeit, that game shall count as a game served IF the cause of the forfeit was the opponent. If the cause of the forfeit is the offending coach/parent team then the scrimmage shall not count as a game served

16. No Contact Rule: Base runners shall be obligated to slide at second, third and home base only if there is a legitimate play in process at the base. Upon the umpire's discretion, any malicious contact shall result in the offending player being out on the play and/or being ejected from the game.
17. Coach Pitch Divisions Shortage of Players: Teams may begin and continue play with eight players without an automatic forfeit. An out will be recorded each time the vacant ninth spot in the batting order comes up until a ninth player arrives. If a team falls below nine (9) players due to a player getting ejected, that team will forfeit the game. If player(s) are lost due to sickness/injury, a team may fall to as low as seven (7) players to complete a game.
    a. If/when a 9th player shows up:
        i. The 9th player bats 9th in the batting order whether he/she is a player from that team or a sub player.
    b. Is the 9th player a player from that team?
        i. No, player is a sub from another team == 9th player plays RF
        ii. Yes, player is from that team's roster
            1. Are the 8 players that the team started with all players from that team (no subs)?
                a. No == Sub(s) switch over to their respective positions based on batting order – 8th plays RF, 7th plays LF, 6th plays CF (dependent on how many subs are playing).
                b. Yes == Since all players are from that team, no restriction on fielding position.
18. Player Departure During Game: If a player leaves the game due to an ejection, that players subsequent at bats will be recorded as an out. If a player gets sick or is injured during the

game, the coach must inform the umpire of the situation:

a. The coach may elect to take an out for the player if he/she is dealing with a "minor" injury/sickness and plans to stay in the game.
b. If the player is not going to re-enter the game due to a more serious injury or sickness, the player must leave the dugout, and no outs will be taken for subsequent at bats.
c. If a coach has evaluated a player after a collision and needs to remove that player from the game due to suspicion of a concussion (following concussion protocol), the coach shall notify the umpire of the circumstance. The coach shall also (after the game) notify the board member on duty and complete an incident report. Further, a player that is removed in this manner (concussion protocol) is NOT ALLOWED to participate in games or practice activities until they have been cleared by a medical doctor.

19. Bat Slinging:
    a. Player – if the same player has two (2) bat slinging incidents during the same game, he/she will be called out and may be ejected from the game if the umpire feels there is malicious intent. While this is not an automatic ejection, the umpire ruling is final and may not be appealed.
    b. Bat slinging does not result in a team warning.
20. Mathematically Impossible to Tie: When it is mathematically impossible for a team to tie their opponent after one-hour of play and all players on both teams have had at least one at-bat, the umpire will give the coach of the losing team the option to call the game early or to keep playing until regulation time (70 minutes) has expired. Coach Pitch divisions only - T-Ball will play by regular time limit.
21. Tie Games: If a game is tied at the end of the final inning started within the time limit during the regular season, it will conclude as a tie. If all regular innings have been played AND there is time left on the game clock, one additional inning may be played if a tie exists.
22. Coach-Pitcher Rules:
    a. The coach pitcher must pitch overhand to his batters.
    b. [**UPDATE Spring 2025]** In 5u and 6u, the coach-pitcher must position themselves in a straight line at any distance greater than halfway between the pitching rubber (midpoint of the pitcher's circle) and the plate from the batter. In 7u Coach Pitch Division, the coach-pitcher must position themselves no closer to the batter than two feet in front of the pitching circle to start their delivery to the batter. In 8u Coach Pitch Division, the coach-pitcher must position themselves on the white stipe (a.k.a, the rubber).
23. Specific Rules Governing Defensive Play:
    a. Defensive Substitutions: A coach may request time to change his players defensive alignment one time in each inning and twice during the game. If an umpire deems that the defensive substitutions are an attempt to delay, the umpire deny the substitution and resume the game.
    b. Players must play their assigned positions:
        i. A defender is not allowed to "chase" batters or runners all over the field to tag them out instead of throwing the ball to another defensive player.
        ii. Defenders are NOT allowed to roll the ball from one player to another – they must attempt an overhand throw. Nor are they allowed to throw the ball directly into the ground in attempt to circumvent a "real" throw.

        Run down rule: A defensive player may pursue (i.e., run down) and tag an offensive player to the next base only. Example: The 1st baseman can tag the

runner going to 2nd base but not to third. A second baseman can tag a runner going from 1st to 2nd or 2nd to 3rd but cannot tag a runner going from 3rd to home. Exception: If the base runner overruns the base, then the defensive player may apply the tag. This is a judgment call by the umpire and is at the umpire's sole discretion. This is an attempt to let all our players learn the true game of baseball.

c. Catcher Requirements: The catcher is not allowed to position themselves past the three-foot arc (foul/fair arc for t-ball) to field a thrown ball allowing the pitcher to become the primary defender on a play at the plate. The catcher is allowed to get a thrown ball in the infield if there is no other fielder in position to make the play and then either come back to home or relay the ball to the pitcher at home plate.
d. Player-Pitcher Requirements:
    i. The player-pitcher must position themselves with at least one foot inside the pitching circle and must remain there until the ball is hit.
    ii. If the player-pitcher fields the ball inside the pitching circle, they must throw the ball to any base to attempt to record an out. They are not allowed to run and tag a player.
    iii. If the player-pitcher fields the ball outside of the pitching circle, he may tag a runner attempting to advance on the same half of the field where he fields the ball. The "same half of the field" is determined by an imaginary line running through the middle of the home plate to second base (e.g., If the player-pitcher fields the ball on the 3rd base half, he must throw the ball to 1st base to retire the batter. He cannot chase the batter and tag him out as he would be crossing the half-way mark. He could have tagged a runner attempting to advance from 3rd base to home since he fielded the ball on that half of the field.).
e. Defensive Coaches: Coaches in the outfield are required to position themselves behind all outfielders. If a coach is not behind all players, an umpire can award bases based on interference/assistance of the coach. If a coach physically interferes with a player (touches or otherwise moves the player) the coach may also be restricted to the dugout or ejected from the game based on the severity of the infraction. This is at the umpire's discretion. (There is no difference in coach locations for T-Ball Divisions.)
f. T-Ball Division Exceptions: Since 3/4 T-Ball Division will typically be playing with less than nine (9) players on a team, the following exceptions are allowed:
    i. A team IS required to have a catcher.
    ii. Offensive coaches are to be positioned at first and third base. A second base offensive coach is allowed, however that coach must stay on the outfield side of second base as close to the outfield as possible and ensure they are not in the way of any play. A coach at home plate MUST remove the bat and tee from the area of home plate in the event of a play being made there.

24. Lead Runner Timeout: A timeout will be called when the lead runner abandons any effort to advance to the next bag (no cat and mouse or anything other than legitimate running to the next base will be allowed). Time will ONLY be called by the home plate umpire. There is no "halfway" line between bases for trailing runners. When time is called the runners return to the LAST base they occupied.
25. <u>Appeals: All appeals made by a team must come from the head coach to the plate umpire.</u>
26. Protests: Protests occur in a situation when a head coach believes that an umpire has

misinterpreted a playing rule for a given situation, has failed to apply the correct rule to a given situation, or failed to impose the correct penalty for a given violation. Judgment calls (such as safes or outs, bases touched or not touched, resumable field conditions, interference, etc.) cannot be protested.

a. The head coach MUST notify the plate umpire of intent to protest prior to the next pitch in the game. At this time the umpire will have the scorekeeper notate the place situation (e.g., outs, runners, time remaining, protested situation, and other important details).
b. The game will continue to its regular conclusion based upon the calls made on the field.
c. A protest will only be heard provided the coach has complied with section A, above and provides a written protest including all facts surrounding the protest including the rule and/or section of the rulebook in question and all other essential facts surrounding the protest.
d. A formal Protest letter must be received by SBL Board within 48 hours of the conclusion of the game and must include a $150 protest fee. The protest fee will be refunded if the protest is upheld; otherwise, it will be allocated to the SBL financial account.
e. Once a protest has been properly lodged it will be heard and ruled upon by the SBL Executive Board using appropriate commissioners and other board members and officials as appropriate to understand the situation and reach their conclusion.
f. Should a protest be upheld, the game shall be scheduled to be restarted from the point of the protest with the correct rule/penalty imposed on the play in question. If either team does not participate in the scheduled conclusion of the game, the game shall be forfeited, and the head coach of that team shall be subject to disciplinary action by the SBL Board.

27. Pre-game on Field Warm-ups: Essentially the 20 minutes prior to the start of the first game and the available time between games (usually 20 minutes, but not always) should be split equally between the two teams playing. Visiting team should take infield warmups first so that at the conclusion of the home team on-field warm-ups, the game will start. Umpires will NOT delay the start of the game to allow a team to complete warmups, as this impacts the timing of later games. Both teams' coaches should be mindful of sharing the pre-game warmup time. A team not respecting the other team's warm-up time is NOT a situation that can be protested and will NOT delay the start of the game, but a complaint should be forwarded to the appropriate divisional commissioner.

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All KID-PITCH Divisions (9u, 10u, 11/12, 13/14, & 15/18 Divisions)

1. Game Time Start: Games will start at 5:30 p.m. and 7:15 p.m. on weekdays. Games will begin at 8:00 a.m. on Saturday and continue until all scheduled games are completed that day. The Board will schedule make up games as necessary – normally Wednesday

and Sunday.

2. Scorecard Record: Each Manager must sign the umpire's scorecard after each game. The completed card becomes the official record of the game score as well as the innings pitched for each player. Game cards must be signed when a game is interrupted as well even if the game is going to be replayed. Before signing the card, each manager shall be given time to review the card and ensure that the team names, TOTAL score (as listed in the total score box) and pitching information contained on the card (for both teams) is accurate.
3. Official Game Time Start: Umpires shall designate the official start time and advise the scorekeeper of the time. The first game of each day will start at the scheduled time (i.e. 5:30 p.m. on weekdays and 9:00 a.m. on Saturdays). That game will NOT be started early unless both coaches agree. Subsequent games will start at their scheduled time OR earlier if the field is available. The subsequent game(s) on weekdays MAY start no more than 15 minutes earlier than scheduled time. Games on weekends MAY start no more than 30 minutes earlier than scheduled time. It is the responsibility of the coaches to have teams at the fields and ready for play based upon the earliest a game could start.
    a. Official scorekeeper is responsible to ensure the entire score sheet is completed and legible. This includes game date/time, division, team names, and final score.
4. Grace Period: There will be a ten (10) minute grace period for late players for the FIRST GAME ON WEEKDAYS ONLY. If the grace period is needed, neither the game clock nor the game itself will start. The Manager needing the grace period shall inform the umpires immediately of the need.
5. Time Limit: All games will have an official time limit of one hour and thirty minutes (1:30). Games are played until the time has expired or the maximum innings has been reached, whichever occurs first. All kid-pitch divisions will play six (6) innings. No normal inning shall start after the time limit is reached. The next inning starts at the time the third out is called in the prior inning.
6. Interrupted Games: During the regular season, games that have not become official games shall be replayed in their entirety. Tournament games that have not become official games shall be suspended and resumed from the point of interruption. A game shall be deemed official if either more than half of the innings have been played or sixty minutes of the game time has elapsed. For all kid-pitch divisions, more than half will be after four innings (or 3 ½ if the home team is ahead).
7. Suspended Game Resumption: When a suspended game is resumed, each team shall keep their lineup the same. In the event a player that was in the original lineup cannot attend the resumed game, that player may be replaced with a recruited player without penalty or may be skipped without an out being called (if the team still has nine players). If the situation exists where a regular member of the team is not on the lineup for the original game but is available for the resumed date, that player (s) shall be used first to replace missing players.
8. Pickup Players: All Kid-Pitch Divisions shall pickup from their own division.
    a. Recruited players are to be used to bring a team up to nine players. A team may pick-up a maximum of four (4) players for a game.
    b. Recruited players shall be placed at the bottom of the lineup for batting. The first recruited player shall play defense in right field, the second in left field, the third in center field, and the fourth at second base.
    c. If a coach has acquired a pick-up player and one of his own players arrives at the game, the pick-up player will remain in the lineup. The late arriving player and the pick-up player will be treated as a single player on the lineup and will alternate innings on

defense and times at bat. The joined team player is required to play the same defensive position as the pickup player in this situation). If the pickup player has played two innings on defense OR had two at-bats, then any team player arriving after that will not be allowed to enter the game.

9. Bat All: Each team bats the entire line up (All Players).
10. Defensive Play: All players must play at least two (2) defensive innings before the end of the fourth inning.
11. Allowable Number of Coaches: Each team will be allowed no more than four (4) adults in the dugout to coach the team and/or manage the dugout.
    a. While on offense, two coaches shall be allowed outside of the dugout to man the 1st and 3rd base coach's boxes.
    b. While on defense, two coaches are allowed to be outside of the dugout but must remain near the dugout itself. Coaches on defense must ensure that they are not interfering in any way with the offensive coaches or batters in the on-deck area.
    c. Excessive coaching from the sidelines, especially at the pitcher, may result in a charged defensive conference even if the coach does not enter the field of play.
12. Ejection/Player & Coach Suspensions: Any time a player, coach, or spectator is ejected from a game, that person must immediately leave the park. That person will not be allowed to have any further involvement in the game either via signals from outside the park or other electronic forms of communication. If an ejected person refuses to vacate the park in a timely manner, the umpire has the discretion to end the game in a forfeit against the team of the ejected person. Additionally, the person ejected is NOT allowed back in the park or on the field at the conclusion of the game in which the ejection occurred.
    a. As a recreational league, SBL expects all adults to adhere to the Code of Ethics or Conduct to allow player participation in the league and/or serve as a volunteer in any capacity with SBL including Coach. We also expect players to understand the expectations of their behavior as well.
    b. If an umpire removes a coach from a game, that coach shall not be allowed to participate in his/her next two played games for the team in which he was ejected. The offending coach has the right to request an appeal meeting before the members directed by SBL Board President to hear the appeal for reinstatement. The coach must notify the proper chain of command of the desire to appeal the ejection within 24 hours of the ejection. A second ejection of a coach shall result in the coach banned from coaching for the remainder of the season. The offending coach has the right to appeal before the SBL Board for reinstatement. If a coach, coaches more than one team in the SBL that coach shall not be allowed to participate in his/her next played game for any team until after the next played games of the team in which he/she was ejected from has been concluded.
    c. If a player is removed from a game, that player will not be allowed to participate in his/her next played game. If a player is ejected a second time in the season, they must sit out their next game(s) until they appear before the next meeting of the SBL Board to show cause for why they should be permitted to complete the season. Final decision will be at the discretion of the SBL Board.
    d. If a spectator is ejected from a game, they must leave the park immediately and will not be allowed back in the park for their player's next two played games. Not leaving immediately could result in the team's forfeiture of the game, additional suspensions and the Smyrna Police Department being notified. If a spectator is ejected twice in a

season, the spectator will be banned from attending games and events governed by SBL.

e. If an action is deemed excessively malicious, then the SBL League President can impose player/coach/spectator suspensions in addition to the ejection penalties listed above.
f. If an ejection occurs after the game has concluded, then the penalty shall include the next two played games (Note: The reason is that an ejection during the game involves loss of time in two games where an ejection after a game is over does not.).
g. If a player is removed from a game for using profanity OR is caught using profanity anywhere within the jurisdiction of the Smyrna Baseball League (practice fields, playing fields, or anywhere else in the baseball parks) that player shall be subject to an additional suspension of one game. This same rule applies to the use of tobacco products by any player (regardless of age) while participating in league events (Note: This penalty can be applied by umpires as well as any league board member that witnesses the incident.).
h. In the event a team's scheduled game results in playing a scrimmage due to forfeit, that game shall count as a game served IF the cause of the forfeit was the opponent. If the cause of the forfeit is the offending coach's/parent's team, the scrimmage shall not count as a game served.

13. Pitching Restrictions: No pitcher shall pitch more than the allowed number of pitches per game or pitches per week as shown in the chart below. The week starts on Monday and ends on Sunday. Any pitcher reaching the maximum pitches per day in a game must complete the required rest period as listed below before he/she is eligible to pitch again (e.g., If a pitcher in the 9u division throws 40 pitches when he/she is replaced, they are not eligible to pitch for two calendar days. If the game was played on Saturday morning that player would not be eligible to pitch Sunday or Monday as rest days.).

Division	Maximum Pitches Per Day	Maximum Pitches Per Week
9/10	55	90
11/12	65	100
13/14	75	115
15/18	85	125

9/10, 11/12 and 13/14 Divisions	
66+ pitches	4 days rest
51-65 pitches	3 days rest
36-50 pitches	2 days rest
21-35 pitches	1 day rest
1-20 pitches	no rest required

15/18 Division	
76+ pitches	4 days rest
61-75 pitches	3 days rest
46-60 pitches	2 days rest
31-45 pitches	1 day rest
1-30 pitches	no rest required

a. Exception: A pitcher is allowed to complete pitching to the batter at the plate when a game or weekly pitch limit is reached. If at the pitch limit, they cannot start pitching to a new batter.
b. Penalties for Pitcher Overuse: The Head Coach is responsible for ensuring that both their pitchers and the opposing team's pitchers are not overused. The opposing Head Coach may challenge the pitch count by presenting the SBL online pitch count to the umpire or board member on duty. Upon discovery of a pitcher being beyond their maximum count, that pitcher will be removed from pitching at that time. The violating team will be charged a team out at the beginning of its next at-bat (i.e., No player will be charged an out, but the team will begin the next inning with one out). If the violating team has no additional at-bats, the opposing team will be awarded a base on ball.
c. No game will be forfeited based on pitcher overuse. A coach found to have used a player minimally above the pitch count will receive a one-game suspension on their

first violation, a three-game suspension on their second violation, and an indefinite suspension on their third violation. Excessive overuse at any time may result in the Head Coach being indefinitely suspended. A player that exceeds the pitch count will be ineligible to pitch for the next 7 consecutive days (Note: The website displays the official pitch count. Head Coaches may contact the webmaster by noon of game day to dispute any pitch count discrepancies).

d. Double-headers: In the event a double-header is schedule, the above table applies to a pitcher for the entire day (both games).
e. There is a free substitution for all player positions except pitcher. Only the starting pitcher may return to pitch in the same game. If the starting pitcher is removed for a second time or the coach has made a second trip to the mound in one inning, that pitcher cannot return to pitch in that game.

14. Starting Pitcher New Inning: If a starting pitcher is removed and returns in the same inning, it constitutes another inning pitched.
15. Dropped Third Strike Rule: If the catcher drops the third strike, "the ball is live" unless there are less than two (2) outs and there is a runner on 1st base. If there are less than two (2) outs, a runner is on 1st, and the catcher drops the third strike, the batter cannot advance. [**UPDATE – Spring 2025] This rule will NOT be used in the 9u Division**.
16. Intentional Walk: A coach may issue a walk to a batter by informing the home plate umpire. No pitches must be thrown for an intentional walk.
    a. A player cannot be intentionally walked more than one time per game. Upon being informed of an intentional walk from a coach, there will be a notation added to the scorebook for that player.
17. [**UPDATE – Spring 2025]** Base Runners for 9u and 10u Division Only: For 9u, base runners may only advance when the ball is batted into play or when a pitch is a passed ball or wild pitch. For 10u, base runners may only advance when the ball is batted into play or when the pitch has passed the home plate. In both divisions, if a runner leaves too soon, the umpire will declare a "dead ball" and the runner is called out. Once the pitcher, with control of the ball, has approached the mound AND runners are not actively attempting to advance, the ball becomes dead, and no runner may advance until the subsequent pitch is thrown to the batter.
18. No Contact Rule: Base runners shall be obligated to slide at second, third, and home base only if there is a legitimate play in process at the base. Upon the umpire's discretion, any malicious contact by any player shall result in the offending player being out on the play and/or being ejected from the game.
19. Headfirst Sliding Discouraged: In addition to the No contact rule, above, headfirst sliding is discouraged. The nature of a headfirst slide exposes both the offensive and defensive players to an increased likelihood of injury. While headfirst sliding is not illegal, a needless headfirst slide can be judged to be malicious/intentional contact. As such, the umpire can rule the runner out and/or eject him from the game for such actions.
20. Courtesy Runners for Pitcher and Catcher: This is an optional substitution at the coach's discretion, not a mandatory one – meaning you do not have to put in a courtesy runner. The intention is to speed up the game by allowing pitchers and catchers some extra time to get ready. This rule does not apply in any "Extra Inning." If using a courtesy runner in the top of the first inning, designate the player that you are running for as either pitcher or catcher to the umpire and that player **MUST** start at that position in the bottom of the first inning (for at least one batter) or the team will start with one out in the top of the second inning.

In the 9u, 10u, 12u Divisions – You may only use a courtesy runner if there are two (2) outs and the pitcher or catcher is a runner on base. The player to be used is the last one that has completed their at bat and is not a runner.

In the 14u and 18u Divisions – You may use a courtesy runner no matter the number or outs. The player to be used is the last one that has completed their at bat and is not a runner. If there is no completed at bat prior to the pinch runner being needed for a pitcher or catcher, then the player furthest from them in the lineup will be the pinch runner.

21. Kid Pitch Divisions Shortage of Players: Teams may begin and continue play with eight players without an automatic forfeit. An out will be recorded each time the vacant ninth spot in the batting order comes up until a ninth player arrives. If a team falls below nine (9) players due to a player getting ejected, that team will forfeit the game. If player(s) are lost due to sickness/injury, a team may fall to as low as seven (7) players to complete a game.
    a. If/when a 9th player shows up:
        i. The 9th player bats 9th in the batting order whether he/she is a player from that team or a sub player.
    b. Is the 9th player a player from that team?
        i. No, player is a sub from another team == 9th player plays RF
        ii. Yes, player is from that team's roster
            1. Are the 8 players that the team started with all players from that team (no subs)?
                a. No == Sub(s) switch over to their respective positions based on batting order – 8th plays RF, 7th plays LF, 6th plays CF (dependent on how many subs are playing).
                b. Yes == Since all players are from that team, no restriction on fielding position.
22. Player Departure During Game: If a player leaves the game due to an ejection, that players subsequent at bats will be recorded as an out. If a player gets sick or is injured during the game, the coach must inform the umpire of the situation:
    a. The coach may elect to take an out for the player if he/she is dealing with a "minor" injury/sickness and plans to stay in the game.
    b. If the player is not going to re-enter the game due to a more serious injury or sickness, the player must leave the dugout, and no outs will be taken for subsequent at bats.
    c. If a coach has evaluated a player after a collision and needs to remove that player from the game due to suspicion of a concussion (following concussion protocol), the coach shall notify the umpire of the circumstance. The coach shall also (after the game) notify the board member on duty and complete an incident report. Further, a player that is removed in this manner (concussion protocol) is NOT ALLOWED to participate in games or practice activities until they have been cleared by a medical doctor.
23. Bat slinging: if a player has two (2) incidents during the same game, he/she will be called out and may be ejected from the game if the umpire feels there is malicious intent. While this is not an automatic ejection, the umpire ruling is final and may not be appealed.
24. Run Rule: The "Run Rule" shall apply if the score meets the requirements below in the appropriate inning. The home team must be in the lead to call a game before an inning is complete. Run Rule applies as follows: 12 runs ahead after three (3) innings, 10 runs ahead after four (4) innings, and eight (8) runs ahead after five (5) innings.
    a. In 9u and 10u Divisions, there is a maximum of seven (7) runs allowed in an offensive half-inning. All runs that score after the 7th run on the same play shall NOT count. Since

there is a limit to the number of runs scored per inning, the "Run Rule" shall not apply but rather, the game shall end when it is mathematically impossible for the trailing team to win subject to the time limit in rule 25.

b. In the 9u and 10u Division, the game shall last at least until everyone on both teams has batted once.

25. Tie Games: If a tie occurs during the regular season at the conclusion of the last regular inning started within the time limit, the game shall end in a tie. No extra inning shall be played. If all regular innings have been played, there is time left on the game clock, and a tie exist, one additional inning may be played.
26. Appeals: All appeals made by a team must come from the head coach to the plate umpire.
27. Protests: Protests occur in a situation when a head coach believes that an umpire has misinterpreted a playing rule for a given situation, has failed to apply the correct rule to a given situation, or failed to impose the correct penalty for a given violation. Judgment calls (such as safes or outs, bases touched or not touched, resumable field conditions, interference, etc.) cannot be protested.
    a. The head coach MUST notify the plate umpire of intent to protest prior to the next pitch in the game. At this time the umpire will have the scorekeeper notate the place situation (e.g., outs, runners, time remaining, protested situation, and other important details).
    b. The game will continue to its regular conclusion based upon the calls made on the field.
    c. A protest will only be heard provided the coach has complied with section A, above and provides a written protest including all facts surrounding the protest including the rule and/or section of the rulebook in question and all other essential facts surrounding the protest.
    d. A formal Protest letter must be received by SBL Board within 48 hours of the conclusion of the game and must include a $150 protest fee. The protest fee will be refunded if the protest is upheld; otherwise, it will be allocated to the SBL financial account.
    e. Once a protest has been properly lodged it will be heard and ruled upon by the SBL Executive Board using appropriate commissioners and other board members and officials as appropriate to understand the situation and reach their conclusion.
    f. Should a protest be upheld, the game shall be scheduled to be restarted from the point of the protest with the correct rule/penalty imposed on the play in question. If either team does not participate in the scheduled conclusion of the game, the game shall be forfeited, and the head coach of that team shall be subject to disciplinary action by the SBL Board.
28. Pre-game on Gield Warmups - Essentially the 20 minutes prior to the start of the first game and the available time between games (usually 20 minutes, but not always) should be split equally between the two teams playing. Visiting team should take infield warmups first so that at the conclusion of the home team on-field warm-ups, the game will start. Umpires will NOT delay the start of the game to allow a team to complete warmups, as this impacts the timing of later games. Both teams' coaches should be mindful of sharing the pre-game warmup time. A team not respecting the other team's warm-up time is NOT a situation that can be protested and will NOT delay the start of the game, but a complaint should be forwarded to the appropriate divisional commissioner.

29. Base/Mound Dimensions: The following table shows the distances by age division:

Division	Base Path	Pitcher's Mound
9/10	65'	46'
11/12	70'	50'
13/14	90'	60' 6"
15/18	90'	60' 6"