

SOUTH DAYTON BASEBALL LEAGUE 2022 RULE BOOK

PREFACE

This handbook contains the rules and regulations for the 2022 season of the SOUTH DAYTON BASEBALL LEAGUE (hereinafter "SDBL"). Every attempt has been made to minimize the number of rules and to make them fair for all participants. We urge everyone to take the time to read these rules so that there is a clear understanding of the rules and regulations. Any rule not covered by this SDBL rule book will be governed by the Ohio High School Baseball Rule Book. Managers are encouraged to keep a copy of these rules with them at games. Portions of the rules in ***bold, italics*** notes a new rule for 2022.

PARTICIPANTS OF THE SDBL

Participating communities and leagues in the SDBL are: Xenia, Bellbrook, Riverside (Mad River), Patterson Park, Kettering Amateur Baseball Commission (KABC), East Kettering Recreation Club (EKRC), Jamestown, Miamisburg, Waynesville, Beavercreek, Springboro and Centerville Baseball and Softball League (CBSL). By participating in the SDBL each community and league agrees to abide by the rules contained herein.

I. PURPOSES and OBJECTIVES

The purposes of the SDBL are to provide baseball for as many as possible in our community, to teach basic knowledge of the game, to develop character and to win and lose in a sportsmanlike manner.

II. REGISTRATION and ELIGIBILITY

Teams will be formed by grade with an exception for players that are age appropriate for a particular league. The league roster must be distributed to all managers before the player is eligible to play. Only players registered with each community or league's recreation program may participate in games.

III. LEAGUE STRUCTURE

A. The following leagues (ages and/or grades) will be offered for SDBL teams.

1. Coach Pitch 2 (2nd grade and younger)
2. Rookie (3rd and 4th grades)
3. Minors (5th and 6th grades)
4. Majors (7th and 8th grades)
5. High School (9th-12th grades)

B. There is no set number of games guaranteed in any of the league's seasons. Games that are rained out may (but are not required to) be made up or rescheduled.

IV. VIOLATION OF RULE(S)

Head coaches, managers, and assistant coaches who violate any SDBL rule will be subject to review by a SDBL Board and may be removed from his/her position, role or duty. Players who violate league rules are subject to suspension by the League Commissioner(s) and/or SDBL board. Any person suspended under this rule will not be entitled to a refund.

V. EJECTIONS

A. If a player and/or coach is ejected from a game the manager of the team whose player or coach was ejected must report the ejection to the league. The manager shall report all available, relevant information including but not limited to:

- 1. The date of the ejection.**
- 2. The location, game time and field of the game where the ejection occurred.**
- 3. The umpire's name.**
- 4. The player's name, jersey number, and team name.**
- 5. The coach's name and phone number.**
- 6. The alleged conduct which caused the ejection.**

B. The information shall be reported to the SDBL. The SDBL shall try to collect information from any witnesses, umpires and persons involved. The league shall then meet and determine (before the team's next game) what sanction shall be imposed upon the player and/or coach.

C. Any player or coach may receive a sanction depending on the severity of the action(s) causing the ejection. The league has the authority and discretion to impose sanctions ranging from no suspension to suspension for the remainder of the season. Any player who is suspended for one game up to the remainder of the season shall not be entitled to a refund of any fees paid.

VI. TOURNAMENTS

The SDBL may set up tournaments, determine seedings, bracket style, etc. For tournaments, all rules herein for each respective league are in effect including but not limited to: run rule, sub rule, forfeit rule, etc.. **Time limits for all tournament games will be 30 minutes beyond the regular season time limit., i.e, if the regular season time limit is 1 hour and 50 minutes, the tournament time limit will be 2 hours and 20 minutes.**

VII. RESPONSIBILITIES OF MANAGERS

Every effort has been made by the directors of each program to select managers with the ability to teach the children good sportsmanship, develop character and develop basic knowledge of the game. Managers and their coaches shall do everything possible to encourage the participation and enjoyment of each registered player; teach and develop baseball or softball skills; be in complete charge of his/her coaches and players at all times; be responsible for the instruction and enforcement of all SDBL rules and protection of equipment; protect the players from permanent injury frequently caused by improper playing and throwing techniques (e.g., curve balls, knuckleballs, etc); and be aware and abide by concussion protocol procedures.

VIII. CONDUCT and TREATMENT OF UMPIRES

A. A player may be disciplined by being benched for any scheduled game. The opposing manager must be notified before the game begins or the player must play in the game.

B. Managers, coaches, players, parents, and spectators must not argue with, or be abusive toward, umpires before, during or after games. They may question the interpretation of a rule but not a judgment call. The manager must also ensure that abusive language and unsportsmanlike conduct directed at umpires and other teams is completely eliminated on the part of his or her players, coaches, and parents/spectators. An umpire may remove from the game and park any

manager, player, coach, parent or spectator for use of abusive language or unsportsmanship conduct.

C. Profanity will not be tolerated and will be cause for immediate ejection from the game. Any parent or spectator who is abusive toward umpires can cause their team to forfeit the game if not controlled by the manager after the first warning from the umpire.

D. Many umpires are under 18 years of age. Abuse, profanity or disrespectful behavior towards youth umpires will not be tolerated.

IX. PLAYER PARTICIPATION, ROSTER BATTING and IN GAME SUBSTITUTIONS

A. Every child who shows must participate in each game unless injured, sick or ejected by the umpire.

B. All teams must "roster bat" meaning each team is required to bat each and every player who is at the game.

C. Equal playing time for all players is required. ***In Majors and HS games there are no requirements for a player to play in the infield.*** In all leagues no player will sit the bench for two (2) consecutive innings. In all leagues no player will sit twice before all players have sat one (1) inning. In Coach Pitch 2, Rookie and Minors, each player must play two (2) innings in the infield within the first five (5) innings during each game. Only one (1) inning in the infield in the first five is acceptable if (a) a game is shortened to four innings or (b) a large roster size (13+) is present for a particular game prevents adherence to the rule. If a player expresses exception to playing in the infield, or if safety of the player is a concern, the manager shall get written consent from a parent or guardian and tell the opposing coach before the game begins and email the consent to the SDBL within 24 hours after the game is completed.

D. A violation of this rule during the regular season will not be subject to a protest. Alleged violations will be submitted to the SDBL. A warning shall be given to the manager for the first rule violation. A second violation may result in the removal of the manager for the rest of the year. A violation in tournament play is subject to protest to the SDBL who has the authority to remove the team from the tournament, if so warranted.

E. Substitutions must be made prior to the start of new innings on defense. However, pitchers may be substituted from the bench or the field at any time. Once a player is removed from the pitching position, the player may not return to the pitching position in the game. The penalty for reinserting a pitcher after he has been removed shall result in a forfeit.

X. SUBS FROM OTHER TEAMS RULE and FORFEITS

A. "Subs" from other teams may be used only when there are less than 10 roster players available. Subs may only come from teams in the same community (or league) or from a team in the next lower league as needed. [Example: if a Centerville team has less than 10 roster players available any sub must come from another CBSL recreational team.] No subs from outside the SDBL will be allowed. A sub must be registered with the respective league or community's recreational league program. A maximum of three subs may be used. A player can sub for a team only if (a) he is not solely rostered on a select, travel or tournament only team, (b) he has his own team uniform (not one borrowed from another player), and (c) he is registered with the community's recreation league. Any subs must be used in the outfield and bat in the last spot in the lineup. Any sub cannot pitch under any circumstances.

B. All teams must have 7 team roster members present to start a game. If a team does not have 7 team members and 8 total players that team forfeits and the opposing team shall record a win of 1-0. In the event of a forfeit the game shall be played and teams should borrow players from the opposing team to play. Pitch counts will still be reported so use this opportunity to use players at pitcher who need work or who have had limited pitching time in the season (remember a forfeited game is already "official" before it starts). The borrowed players for each inning will be the player who made the last out from the previous inning; then the player who made the second to last out from previous inning, etc. Players that are currently pitching or catching, or players scheduled to pitch or catch the next inning, can be exempted from playing in the outfield for this purpose, to allow for adequate bench rest.

XI. PARK/FIELD MAINTENANCE and GAME BALLS

A. The use of tobacco, alcohol or controlled substances is prohibited by anyone on the playing area or in the dugouts.

B. The managers have the responsibility to see that the players clean up trash from the dugouts after the game. The hosting team manager is responsible for returning the bases to the field box and making sure the box is organized and locked after each game unless another team is waiting to play. Also, the hosting team manager is responsible to rake and tamp holes dug into pitchers mounds and batters boxes before the next game or if the last game of the day.

C. The home team shall provide at least one new game ball and one minimally worn baseball to the umpire before the start of the game. The visiting team shall also be willing to provide a game ball if necessary or a minimally worn baseball.

XII. EMERGENCY PROCEDURES

If a player is injured and requires professional assistance, immediately contact 911 and the child's parent(s) or guardian(s). If a player is injured and requires professional assistance the manager is responsible for notifying the SDBL in writing. All reports must be kept on file as a record of injuries by the SDBL.

XIII. PROTESTS

If a manager desires to protest a rule interpretation (and not a judgement call on the part of the umpire), the protest must be made known to the umpire prior to the next pitch. The protest shall also be filed in an email to the SDBL within twenty-four (24) hours of the completion of the game. A rules committee shall review the protest and strive to return a decision within one (1) week from the date of the protest. If the protest is upheld, the game will be restarted from the point of the protest. All decisions of the rules committee are final.

XIV. EQUIPMENT, PROTECTION and SAFETY

A. Metal spikes are permitted in the Boy's Major and High School Leagues only. **No metal spikes are allowed on artificial turf mounds.** Sliding into another player with spikes up (high sliding) is not allowed and may subject a player to ejection. Rubber spikes are recommended for all either leagues. Tennis shoes are acceptable but only recommended for T-Ball.

B. It is required that all boys wear athletic supporters and cups for practices, scrimmages and games. It is required that all girls wear masks when playing the infield in softball. It is required that all catchers wear a catcher's helmet, mask with throat protector, chest protector, shin guards, athletic supporter and protective cup in all leagues. A player is required to wear a mask to warm up a pitcher in all leagues.

C. Batters are required to wear the full helmet as furnished by the league at all practices, scrimmages and games. Players may wear their own helmet, but only if it is "NOCSEA approved". This designation will be molded inside the helmet. The same helmet is to be worn on the bases.

D. Except for Boy's High School, there will be no limitation on bat size or weight of bats in the SDBL. High School teams are required to use wood or BBCOR approved bats. Non-BBCOR bats may only be used with permission of the SDBL. No hitting sticks of any size or type will be allowed to be used by any team at any SDBL game or practice or near any Centerville Washington Township Park District baseball or softball field. This rule was adopted as a safety rule to prevent injuries due to the use or misuse of hitting sticks.

E. When a defensive player has the ball and is waiting for the runner, and the runner remains on his feet and crashes into the defensive player, the runner will be declared out. If in the umpire's judgment, contact was made deliberately, the player shall be ejected from the game. Any player or coach ejected from a game shall be suspended for the next played game. The intention of this rule is to encourage the players to slide.

F. When a defensive player blocks the runner from the base without the ball and the runner slides, he will be awarded the base due to obstruction. If the ball and the runner arrive simultaneously, the call will be based on the umpire's judgment. If the runner fails to slide and contact is made, other than incidental, the runner will be called out. There is no violation of this rule when there is no slide and there is no contact. This rule does not apply at first base. There is no requirement to slide at first base. Malicious contact at first base will still be grounds to be called out, ejected, or both.

G. For any field using a safety base (two first bases), the batter/runner should use the base in foul territory when running through the base in an attempt to beat out a close play at first base. When running out an extra base hit, the batter/runner should use the base in fair territory. No runners should be called out for touching the wrong base. This safety base is added for safety purposes only.

H. In all leagues, when a player is injured or unable to continue playing and is removed from the game, another player can come in off the bench and take the injured player's place in the field. If a player is injured or unable to continue during his or her bat and removed from the game, the batter who made the last out comes to the plate and assumes the injured batter's count. The injured batter from that point on is skipped in the batting order unless he or she is later able to participate, when he or she shall assume his or her prior batting order position. A player unable to bat due will not be declared an out.

I. Players are not allowed to wear rings, earrings, or watches.

XV. REPORTING GAME INFORMATION

The winning manager is responsible for reporting game scores and pitch counts ***within 24 hours to cblstaff@woh.rr.com*** and their league commissioner. It is recommended that the winning manager also copy the opposing manager on this email for verification. An opposing manager should check and verify pitch counts after each inning and again after each pitcher is done. The losing team manager is responsible for verifying pitch count sheets and game score at the end of the game. Pitch count reporting shall include (a) date of the game, (b) the pitcher's league and team number, (c) the pitcher's uniform number, (d) the pitcher's first initial and full last name, and (e) the number pitches.. [For example: May 22. Minors. Team 4. #22 J. Smith. 64 pitches.]

Failure to report pitch counts and game score within 24 hours shall result in the following sanction:

1st offense - verbal or written warning to coach

2nd offense - one game suspension

3rd offense - two game suspension and team is credited with a loss

4th offense - coach is suspended the remainder of the season and the team is credited with a loss for each subsequent offense

XVI. PLAYING AREA, FIELD CONDITIONS

A. Playing Area. The official playing area shall be bounded by the backstop and imaginary lines extended from the ends of the backstop and running parallel to the foul lines. In fields without fences, the relation of the ball, not the fielder, to the imaginary line will determine it being judged in play.

B. On deck circle. In all leagues, the on deck circle shall be marked clearly and used by the on deck batter. Managers chalking the field shall create an on deck circle. If there is no on deck circle marked, the on deck batter shall stay a reasonable and safe distance from the batting area.

C. Field Status/Conditions. The following websites or phone numbers shall be used to determine field status decisions.

BELLBROOK: <https://www.bellbrooksugarcreekparks.org/athletics> (Coach Pitch, Rookie Minors). For Majors coaches "will have to be notified by the coaches of the affected teams."

CENTERVILLE: <https://rainoutline.com/search/dnis/9372652001>.

KABC: <https://www.playkettering.org/athletic-field-conditions/>

MAD RIVER / RIVERSIDE: <https://www.facebook.com/rabaOH/>
or John Gray (937) 231-5239

MIAMISBURG (Rice Field): (937) 847-6652

PATTERSON PARK: Pete Kramer (937) 239-5707

WEST CARROLLTON: wcbaseballclub.org [Field Status"]

XENIA: yrcxenia.org (937) 736-0764

D. Game time decisions (Coach Pitch and Rookie only): If a field status at the start of a game is determined to be a "game time decision" the two managers will each vote as to whether the field is playable or not. If the two managers cannot agree the game is canceled. There will be no game time decisions for Minors, Majors or High School for games played in Centerville. The field will either be closed or playable.

E. Hazardous Conditions. When hazardous weather conditions threaten the safety of the participants or spectators, the game shall be suspended until the conditions have subsided. Any tournament or playoff game stopped by rain, darkness or any other reason will be considered postponed/suspended, and resumed at the point of delay.

1. "Thirty-minute rule": from the time thunder or a lightning flash is detected, play should be suspended for a minimum of thirty (30) minutes from the last sound of thunder or observed lightning flash. Any subsequent lightning or thunder shall reset the 30-minute clock.

2. Evacuation: while play is suspended under the Thirty-minute Rule, all participants and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures shall be announced and posted at all athletic venues.
3. When the safety of the players is involved, ground rules may be changed if agreed to by the umpires and managers prior to the start of the game.

XVII. RUN RULE

- A. The game will end if a team is winning by 15 or more runs after four complete innings (3 ½ innings if the home team is winning) or 10 runs or more after five complete innings (4 ½ innings if the home team is winning).
- B. There is no run rule for Coach Pitch 2.
- C. If there are 30 or more minutes left in a game when a run rule is established, teams are encouraged (but are not required) to stop keeping score, consider the game official, but allow the game to continue until time has expired. In this scenario only, the time limit will be "drop dead" meaning the game will end at the expiration of the time limit. If a batter is mid count at the expiration of the time limit the at-bat will continue until the batter completes the at-bat.

XVIII. GAME TIME LIMITS

- A. The following are game time limits for scrimmages, regular season and tournament games. There shall be no new inning started after the following time limits.

| | |
|---------------------|----------------------------|
| CP & CP2 | 1 hour, 30 minutes |
| Rookie | 1 hour, 50 minutes |
| Minors | 1 hour, 50 minutes |
| Majors | 2 hours |
| HS | 2 hours, 30 minutes |

- B. A new inning shall be started if there is any time remaining in the time limit. For purposes of determining the time limit, a new inning will be considered to have started upon the execution of the third out of the previous inning, or the sixth run crossing the plate in those leagues with a six run per inning rule. The umpire's watch will be the official time.

C. No game shall continue after 10:15 pm on a school night. This applies even if only one team has players with school the next day. When there is no school the next day no game shall continue beyond 10:45 pm. At 10:15 or 10:45 pm, the game shall conclude and the score reverts back to the last completed inning for scoring purposes unless the home team is ahead and presently at bat OR the visiting team is ahead by more than 6 runs and it is not the last inning (unlimited runs in effect).

D. To assist with game flow and speed between innings a catcher and/or pitcher can be removed from base running if there are 2 outs. A runner may be substituted with the player that made the last out if (a) the player gets injured on the base paths and cannot fulfill his duty as runner and (b) in order to expedite the game, an offensive team's catcher is on the bases with two outs, the manager may substitute a runner for the catcher to allow additional time to put on catcher's gear for the next inning.

XIX. COMPLETE GAME, TIES, and FIELD ACCESS

- A. For Majors, a complete game is seven innings. For Minors and Rookie a complete game is six innings. In a game called for any reason other than time limit or run rule, four innings shall constitute a legal game and the losing team must have completed four times at bat. In case of a

time limit the game is completed after the losing team has had its turn at bat. A completed game that ends in a tie will only be continued at a later date if that game will break a tie in the final league standings and any such game will be continued from the point at which it was stopped.

B. If the scheduled umpire(s) fail to appear, the game will only be an official game if both managers agree prior to the start on how the game is to be umpired.

C. Scheduled teams shall have access to the playing field one (1) hour prior to the start of the first game unless the field is being prepared for the game by the field maintenance personnel. For safety reasons, no batting practice shall be held anywhere in the park twenty (20) minutes prior to game time. A manager shall have up to fifteen (15) minutes after the scheduled time of his game to field a team of eligible players or forfeit the game.

D. An incomplete game, which has been called because of weather or other reasons except time limit, and has not attained sufficient innings to be declared a legal game, will be considered a rain-out.

XX. COACH CONFERENCES

With the exception of the Boys Coach Pitch 2 and Boys Rookie required pitching changes will be based on "Defensive Charged Conferences." A Defensive Charged Conference will be defined as occurring when time is called for the purpose of a conference by a manager or coach with any defensive player including the pitcher. **Only 5 "Defensive Charged Conferences" are allowed in each game.** A second "Defensive Charged Conference" in an inning shall result in a player's removal from the pitching position. Time granted for an obviously incapacitated player shall not constitute a charged conference.

XXI. ADDITIONAL GAME RULES

A. Maximum runs per inning: The batting team may only score (and record) a maximum of six runs per inning with the exception of the last inning (see "last inning" below). Once six runs have been scored in one inning, all play is stopped and the fielding team becomes the batting team. In the last inning there is no limit on runs except for Coach Pitch 2 (which does not have a last inning exception). The "last inning" for Majors is the 7th inning and for Minors and Rookie it is the 6th inning. [For clarification: the "last inning" is never the 1st, 2nd, 3rd, 4th, 5th or 6th inning in Majors; the last inning is never the 1st, 2nd, 3rd, 4th or 5th inning in a Minors or Rookie game].

1. High School: With the exception of the last inning (7th inning) there shall be a 6 run per inning limit. For clarification the last inning is, and can only be, the 7th inning. The last inning is not the 1st, 2nd, 3rd, 4th, 5th or 6th inning.

B. Dropped 3rd Strike: In Rookie and Minors a batter is not allowed to run on a dropped 3rd strike. In Majors the dropped 3rd strike is in effect.

[Definition of the rule: On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the batter immediately becomes a runner. The batter may then attempt to reach first base and must be tagged or forced out. With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other base in an effort to force out a runner. An "uncaught" strike includes not only pitches dropped by the catcher, but also pitches that hit the ground before the catcher attempts to catch it. Note: even if the runner on first base was attempting to steal (with less than two outs), first base is still considered occupied in this situation and the batter cannot attempt to advance to first on the dropped third strike.]

C. Pitch limits: Pitchers will be limited by the number of pitches he can throw, rather than the number of innings he can pitch. Please see the Pitch Limit Program and Pitch Limit Chart for a complete description of the program.

D. Stealing (Rookie League only): Base runners are not permitted to lead off and cannot leave the base until the ball crosses the plate. The base runner shall be called out for violating this rule subject to the umpire's discretion. Any base runner on third base at the start of a pitch cannot steal home on wild pitches, passed balls, or throws back to the pitcher.

E. Advancing on a batted ball

1. Rookie, Minors, Majors: On a batted ball, a base runner can continue to advance until the ball has been returned to an infielder who has possession and calls time out and time out is granted by the umpire. The game remains live until the umpire has called time or has declared the ball out of play.

2. Coach Pitch 2: On a batted ball a base runner can only continue to advance if the ball travels out of the infield and into the outfield area. A runner shall stop if he/she is not more than half way to the next base when the ball is in the glove of an infielder. All runners who are not half way will be returned to the prior base after the ball is dead.

F. Advancing on overthrows: In Coach Pitch 2 a runner cannot advance on an overthrow. A runner can only advance more than one base if a ball is batted to the outfield. There will be no advancement to the next base if a ball is thrown out of play (eg, ball overthrown to 1B travels into the spectator seating section, a thrown ball ends up rolling into a dugout, etc.).

G. Base on balls (walks): Walks are allowed in Rookie even when the bases are loaded. If a batter is hit by a pitched ball in Rookie, the batter shall be awarded first base. There are no walks in Coach Pitch 2. There are no intentional walks allowed in Rookie. In Minors, Majors and High School an intentional walk is allowed but a batter may only be intentionally walked once per game.

H. Bunting: Bunting is allowed in Rookie but not Coach Pitch 2.

I. Infield Fly Rule: The infield fly rule is in effect in Rookie, Minors and Majors, but not in Coach Pitch 2.

[Definition of the rule: The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first and second base, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire's judgment is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often, "infield fly, batter's out" or "infield fly if fair" when there is a chance of the ball drifting foul). When in effect, the batter will be out regardless of whether the ball is actually caught. If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary caught fly ball; the batter is out, there is no force, and the runners must tag up. On the other hand, if "infield fly" is called and the ball lands fair without being caught, the batter is still out, there is still no force, but the runners are not required to tag up. In either case, the ball is live, and the runners may advance on the play, at their own peril.]

J. Coach Pitch 2 miscellaneous rules

1. No batting tee will be used in Coach Pitch 2.

2. A maximum of seven pitches may be thrown to a batter (see strike exception below). There are no walks. If a batter fails to make contact on the seventh pitch the batter will be called out. An at-bat will continue beyond a seventh pitch if the following

occurs on the seventh pitch: the batter fouls the ball, the coach pitcher hits the batter with the pitch or there is some form of interference by a defensive player on a batter (eg, the bat hits the catcher's mitt on a swing).

3. No balls will be called. Strikes will not be called with the exception of swinging strikes and foul balls. A batter who swings and misses a third strike will be called out even if the batter has not been thrown seven pitches. [Examples for clarification: If a batter swings and misses three pitches before seven pitches are thrown the batter is out. If a batter foul tips two pitches and swings and misses a third pitch before seven pitches the batter is out.]

4. The coach pitcher shall remain in the eight foot pitchers circle. He/she will make every attempt to avoid touching a ball or interfering with a player. If a batted ball hits the coach pitcher the ball is dead and the pitch is to be taken over and the pitch is not counted as one of the seven maximum pitches. If a coach pitcher interferes with a fielding play the ball is dead and the batter is out and the runners cannot advance.

5. Any ball batted to the outfield must be thrown to an infielder. Outfielders are not allowed to run and tag a base or runner for an out.

K. Number of outfielders: In Coach Pitch and Coach Pitch 2 teams may use 4 or more outfielders. In Rookie and Minors teams may use up to 4 outfielders. In Majors and High School teams may use up to 3 outfielders.

L. Field dimensions: Coach Pitch and Coach Pitch 2 games shall be played on 60' or 65' base paths. Minors shall be played on fields with 70' or 75' base paths. Majors and HS games shall be played on fields with a 60'6" pitching distance and 90' basepaths.

M. An umpire is allowed to call balls and strikes from behind the pitcher's mound if he/she does not have equipment or his/her umpire partner does not show.

[rest of this page intentionally left blank]

SDBL 2022 Pitch Limits

PROCEDURE AND PENALTIES: Since the purpose of pitch limits is to protect kids and not gain a cheap win, the following procedures have been implemented. It is vital that teams follow these procedures precisely. These rules apply only to baseball teams within the SDBL.

1. Prior to the start of each game, communicate with the opposing team as to who is eligible to pitch and how much. A checks and balances process is in place by examination of a team's record on the web site, where pitching records will be reported, as well as communication with other coaches that played your opponent in the days leading up to your contest. Manager shall check the cbltoday.org website to review pitch counts before each game.
2. Each pitch thrown in the game counts as a pitch. That includes pitch outs, foul balls, (including those hit with two strikes on the batter), as well as ball four. It does not include warm-up pitches. Per the OHSA, each and every throw made by an ambidextrous pitcher is counted regardless of which arm he/she uses. For clarification, an ambidextrous pitcher who in one inning throws 15 pitches left handed and 7 right handed is considered to have thrown 22 total pitches.
3. Pitch count totals will be compared and verified accurate after each completed inning. The home team will be responsible for keeping the official count. If a difference in the pitch count total is recognized, try to resolve the difference in a civil non-confrontational manner. If an inconsistency of pitch counting is repeated inning after inning or a person becomes confrontational, notify the home plate umpire and your age level coordinator.
4. As a pitcher approaches their maximum daily pitch count limit, ensure that the other team and the umpire are made aware of the fact and again once they reach the maximum daily limit. Coaches are encouraged to know when a pitcher is close to reaching their maximum daily pitch count limit so another pitcher can be properly warmed-up. No pitcher shall exceed the pitch limit totals with the sole exception: if a pitcher reaches his maximum daily pitch count limit while actively pitching to a batter, he may continue to pitch to that batter until any one of the following conditions occurs: (a) the batter reaches base, (b) the

batter is put out, or (c) the third out is made to complete the half-inning. This exception will cause the pitcher to exceed the pitch count limit by most likely a few pitches and will most likely be the norm rather than an exception. Once the pitcher hits his pitch limit max and the exception is not applicable the pitcher is not allowed to throw another pitch.

A. At the moment the umpire is notified that a pitcher has reached/exceeded their limit, the umpire may stop the game and inform the potentially offending coach. It is only if the coach refuses to remove the pitcher (after completing the batter) that a penalty could occur. The penalty is forfeiture of the game at the instant of refusal to remove the pitcher. Note: If you fail to inform the umpire that the pitcher has reached his limit and do so after the fact, there is no penalty.

5. At the conclusion of every game, teams are to sign off on each other's pitch count form to verify accuracy. It is then the responsibility of the winning team to immediately report both the score, as well as the pitch counts for everyone that pitched in that game. Failure to post scores and pitching results by midnight two nights following the game will result in the winning team not getting credit for the win.

6. It is the responsibility of the losing team to verify the accuracy of the score and the pitch counts entered by the winning team and report any discrepancies to the age level coordinator.

7. If a coach is found to have exceeded a pitcher's limit through late or inaccurate reporting, they will be notified that their actions have been recorded. Immediately upon the next occurrence, the coach will receive a one game suspension. A second occurrence will endure a two game suspension. ***Any subsequent occurrences in the same season will result in that coach being suspended from the league. Review and enforcement of suspensions shall be made by the SDBL.***

8. Pitch limit determinations and Chart

A. No player may pitch 3 consecutive calendar days no matter how little game competition they have pitched.

B. Any pitcher who delivers 40 or more pitches in a Rookie, 50 or more pitches in Minors or 60 more pitches in Majors may not play catcher for the remainder of the game.

C. Once a pitcher is removed from the mound, they may NOT return to the mound to pitch for the remainder of that game.

D. The Pitch Limit Chart will serve as the official pitch limit chart for the SDBL.

| LEAGUE | # OF PITCHES PER DAY | # DAYS REST REQUIRED |
|---------------|-----------------------------|-----------------------------|
| Rookie | 20 | 0 |
| | 21 - 30 | 1 |
| | 31 - 40 | 2 |
| | 41 - 50 | 3 |
| | 51 - 60 | 4 |
| Minors | 24 | 0 |
| | 25-35 | 1 |
| | 36-45 | 2 |
| | 46-60 | 3 |
| | 61-70 | 4 |
| Majors | 27 | 0 |
| | 28-35 | 1 |
| | 36-50 | 2 |

| | | |
|--------------------------|--------------------|---|
| | 51-65 | 3 |
| | 66-80 | 4 |
| <hr/> | | |
| High School ¹ | 1-30 | 0 |
| | 31-50 | 1 |
| | 51-75 | 2 |
| | 76-125 (daily max) | 3 |

¹ Pitch limits per OHSAA Rule 1.7