

SEBA

SouthEastern Baseball Association

Mission Statement

This is an instructional league, coaches are to emphasize:

- Educating the local area youth about the skills needed to play the game of baseball and or softball.
- Develop a respect for the rules of the game of baseball and or softball and the basic ideals of teamwork, sportsmanship and fair play. - Instill honesty, loyalty, courage and reverence in the youths so they may be finer, stronger and happier youths who will grow to good, clean, healthy adults.
- Guide the youth, showing them how to treat others fairly and equitably. - Emphasize fun and healthy participation and diminish overzealous competitiveness.

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1. Player Eligibility

- A. No player shall play on a team in the SEBA unless the player meets the participation requirements of the SEBA and the member association sponsoring that team.
- B. The “playing age” for all hardball divisions shall be determined by the participant’s age as of April 30th of the current season. For softball divisions age shall be determined by the participant’s age of January 1st of that current calendar year.
- C. Individual associations may allow participants from their program to play in an older age division, but no participant shall be permitted to play in any game in a younger age division.
- D. “Combined teams” comprised of players from more than one SEBA association may participate when such teams are necessary due to unbalanced roster sizes or when an association is unable to field a team due to insufficient registration. Such “combined teams” require the approval of the SEBA Board of Directors. In no event shall such “combined team” be utilized to establish an “elite” or “all star” team.
- E. No player shall play on more than one SEBA team simultaneously. Exceptions: (1) a participant may play simultaneously on any SEBA association team and their All Star/Tournament team. (2) a player may be brought up from a team in a younger age division to avoid an forfeit or to fill out the roster (provide for one player for each defensive position) for an team in an older division, provide further that if that if that team ends up having the requisite number of players at the start of the game due to arrival of a player expected to be absent, the younger player who was brought up to avoid the forfeit shall be allowed to participate. If a player is moved up to an older division and pitches, that player’s maximum innings pitched is governed by his/her regular/younger age division rules. (3) a participant may be rostered in the division he/she qualifies for and the next higher division, as long as the participating association he/she is playing for allows such.
- F. No participant shall be rostered on two (2) teams within the same divisions.

2. Rosters

- A. Rosters must be submitted, prior to the first league game to the SEBA Board of Directors.
- B. All rosters become **“FROZEN”** as of June 1st; exceptions are the High School Divisions, which is June 15th. If any changes were made to the roster, it shall be resubmitted to the SEBA Board of Directors. If there is an incident where an addition is needed for a team after being frozen, it must be approved by the SEBA Board of Directors.
- C. SEBA associations may allow “travel players” on a roster, but they must participate in seventy-five (75) percent of the games, if this is not confirmed, they will not be eligible for the SEBA playoffs.

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3. Home Team

- A. The Home Team shall be listed on the official schedule. The SEBA Board of Directors shall review all schedules, prior to league play and attempt to give each team an equal number of home and away games.
- B. Home Team is responsible for supplying a minimum of two (2) new game balls.
- C. Home Team is the official scorekeeper, must complete an official line-up card, which a copy shall be rendered to the opposing coach.
- D. Home Team is responsible for reporting the official score to the SEBA Division GM within 24 hours of the completion of the game.
- E. Home Team is responsible for supplying Umpires.

4. Uniforms and Equipment

- A. The official uniform is the uniform issued by each association. Each participating association shall provide each player with at least a uniform shirt/jersey. Players must wear their uniform shirt/jersey at every scheduled league game. If a player fails to wear the proper shirt/jersey, they will be disqualified from the game, unless the opposing teams head coach agrees to allow that player to participate prior to the start of the game.
- B. All catchers must wear proper protective equipment, which includes mask, chest protector and shin pads. Any player warming up a pitcher shall wear a minimum of a catcher’s mask. Throat Protectors are not required. No glove restrictions.
- C. Batting Helmets with face guards are not required in either hardball or softball.
- D. Metal Spikes are permitted only in the High School, 14U Hardball and Softball Divisions. Metal Spikes are prohibited in all other Divisions.
- E. Bat restrictions for Hardball Divisions:
 - a. All divisions may use a 2 'A” diameter bat, drop doesn’t apply. These bats must be factory labeled as USA Baseball.

b. High School and 14U Hardball Divisions may use a bat that exceeds 2 1/4" diameter but not more than 2 5/8" diameter. These bats must be factory labeled as BBCOR and may not exceed the (drop) -3 bat rule.

c. 10U and 12U Hardball Divisions may use a bat that exceeds 2 1/4" diameter but not more than 2 5/8" diameter. These bats must be factory labeled as USA Baseball or BBCOR, no drop restrictions.

d. All divisions may use wooden bats, except for Bamboo. 2 piece must be labeled BBCOR.

F. Ball restrictions for Hardball and Softball Divisions:

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a. All Hardball Divisions must use a 9 in. 5 oz. baseball.

b. All Softball Divisions must use an optic yellow softball.

c. No Softball Division shall use a softball exceeding a C.O.R. of (.47).

d. 8U and 10U Softball shall use an 11 inch softball.

e. 12U, 14U and High School Divisions shall use a 12 inch softball.

5. Substitutions and Batting Order

All teams (except High School Divisions) shall use the substitution and batting order rules described as follows in subsections A, B, C, D and E (which shall be referred to as the "Continuous Batting Order"). High School Divisions may elect to use the "High School Substitution Rules" which is described in subsection F.

A. All players shall be listed in the batting order. The batting order shall not change during the course of the game, unless a player is injured, ejected or must leave. If a player arrives late, they shall be placed at the end of the batting order.

B. Any time a team has fewer players than it started with, the missing player's spot in the batting order shall be skipped over and the next proper batter shall be the one who legally follows the missing player in the order. No out shall be recorded.

C. No player shall leave the batting order and return to the game unless agreed to by the manager of the opposing team.

D. All players must play a minimum of three (3) defensive innings per game and bat at least once.

E. Defensive free substitution shall be used.

F. All High School Divisions shall have the option of using the "Continuous Batting Order" rule set out above or the "High School Substitution Rules" as modified here. Managers shall

declare their intent during ground rules preceding each game and there is no requirement that both teams in a game employ the same substitution/batting order.

a. Teams bat a nine (9) or ten (10) batter lineup, with the tenth batter listed as an additional hitter. High School Softball Division may use two (2) additional hitters.

b. Any player listed as an additional hitter (AH), while not actually playing a defensive position, will be treated as a defensive player for substitution purposes. Example: Bob is the AH and is hitting sixth and Tom is the catcher batting third. Bob can become the catcher, making Tom the AH. However, they remain in the same position in the batting order. Any player designated an AH must play three (3) defensive innings in the field.

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G. Lineups must be exchanged at the beginning of all games. All present players' names and numbers shall be indicated. If "High School Substitution Rules" is used, all substitutes need to be designated as such. Player arriving late will be added to the bottom of the lineup or in the list of substitutes, whichever is applicable. When a team is playing by the "High School Substitution Rules", all subs must be reported to the umpire and the opposing team before the play begins in the inning they enter.

H. "Safe Harbor Rule", no team shall be deemed to have violated the minimum defensive play requirement (3 defensive innings) so long as satisfying the following.

I. Team playing "High School Substitution Rules", substitute must be entered not later than the start of the team's defensive fourth inning without removal prior to either satisfaction of the three (3) defensive inning requirement or game end.

J. Team playing "Continuous Batting Order" either: (A) Substitute has played two (2) defensive innings by the conclusion of the fifth defensive inning or (B) substitute entered not later than the start of the team's defensive fourth inning without removal prior to either satisfaction of the three (3) defensive inning requirement or game end.

6. Fielding Requirements

A. 10U & 12U Hardball Divisions shall play with ten (10) defensive players, with the tenth player being an additional outfielder not a rover.

B. 8U, 10U and 12U Softball Divisions shall play with ten (10) defensive players, with the tenth player being an additional outfielder. Whether there is grass present or not, no team playing four (4) outfielders shall cause or permit any outfielder to station herself closer than 20 feet to the imaginary line running from first base, through second base and then to third base.

C. All other divisions not mentioned above shall play nine (9) players defensively. D. All divisions shall begin, continue and finish with eight (8) players, nothing less than. 7.

Specific Rules of Play For Divisions

A. 10U Hardball Division

- a. Infield Fly- No
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- No, must pitch to batter.
- d. Leadoffs and Steals- no leadoffs, may steal after the ball crosses home plate to second and third only. May advance on a pass ball to second and third only. Note: home plate must be earned by either a continuous play from a batted ball or a walk. Penalty for leaving a base early is; 1st time is a “warning” and anything after is an “out”.

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- e. Pitching- Six (6) outs per game. Once removed from the mound, he/she may not return to the mound. No curve/breaking balls, if caught throwing, automatic “ball”. No balks called. If a pitcher hits two (2) batters in an inning or three (3) in a game, he/she must be removed from the mound. Batter must make an attempt to get out of the way, may not step into pitch.

- f. Dropped 3rd Strike- No

B. 12U Hardball Division

- a. Infield Fly- Yes
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- Yes
- d. Leadoffs and Steals- Yes, except for home plate, it must be earned by either a continuous play from a batted ball or a walk.
- e. Pitching- three (3) innings per game. One (1) pitch is considered an inning. Once removed from the mound, he/she shall not return to the mound. No curve/breaking balls, if caught throwing, automatic “ball”. Balks called, one warning per pitcher, all after that will be enforced.
- f. Dropped 3rd Strike- Yes

C. 14U Hardball Division

- a. Infield Fly- Yes
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two

(2) outs a courtesy runner shall be used for the catcher.

c. Intentional Walk- Yes

d. Leadoffs and Steals- Yes

e. Pitching- four (4) innings per game. One (1) pitch is considered an inning. Once removed from the mound, he/she shall not return to the mound. Balks called.

f. Dropped 3rd Strike- Yes

D. High School Hardball Division

a. Infield Fly- Yes

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b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.

c. Intentional Walk- Yes

d. Leadoffs and Steals- Yes

e. Pitching- None

f. Dropped 3rd Strike- Yes

E. 8U Softball Division

a. Infield Fly- No

b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.

c. Intentional Walk- No

d. Leadoffs and Steals- No Stealing. A player may get a secondary lead after the ball crosses the plate. Penalty for leaving a base early is; 1st time is a “warning” and anything after is an “out”.

e. Pitching- Done by a coach no closer than 34 feet from the Home Plate. A batter gets 3 swings or a maximum of 6 pitches.

f. Dropped 3rd Strike- No

g. Additional Information- When a ball is batted and stays within the infield, which shall be defined as the baseline, the batter and runners are allowed one base only, no advancement if there is a pass ball. If a ball is batted into the outfield, batter and runners may advance until the ball has reached the infield (baseline), once the ball

reaches the infield, rather than caught or not, all runners must stop. Two (2) defensive coaches are allowed on the field to direct players.

- h. No player will play the same position for more than 2 consecutive innings per game. This rule will not apply in the SEBA playoffs.

F. 10U Softball Division

- a. Infield Fly- No
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- No

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- d. Leadoffs and Steals- Players may get secondary leads after the ball crosses home plate. Players may steal after the ball crosses home plate to second and third only. May advance on a pass ball to second and third only. Note: home plate must be earned by either a continuous play from a batted ball or a walk. Penalty for leaving a base early is; 1st time is a “warning” and anything after is an “out”.
- e. Pitching- four (4) innings per game. One (1) pitch is considered an inning. Once removed from the mound, she may return back to the mound. Windmill is encouraged but not mandatory, must attempt to keep minimum arc.
- f. Dropped 3rd Strike- No

G. 12U Softball Division

- a. Infield Fly- Yes
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- No
- d. Leadoffs and Steals- may leave once the ball crosses the plate- penalty is an “out”. Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
- e. Pitching- four (4) innings per game. One (1) pitch is considered an inning. Once removed from the mound, she may return back to the mound. Windmill is encouraged but not mandatory, must attempt to keep minimum arc.
- f. Dropped 3rd Strike- Yes

H. 14U Softball Division

- a. Infield Fly- Yes
- b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- No
- d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand- penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
- e. Pitching- No limit on innings. Once removed from the mound, she may return back to the mound.
- f. Dropped 3rd Strike- Yes

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I. High School Softball Division

- a. Infield Fly-Yes
- b. Courtesy Runner- Pitcher and catcher at any time, if using "continuous batting order", must use player who made last out, if using "High School Substitution Rule", a player not in the batting order must be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
- c. Intentional Walk- No
- d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand- penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
- e. Pitching- No limit on innings. Once removed from the mound, she may return back to the mound.
- f. Dropped 3rd Strike- Yes
In the event of any violation of pitching limitations, the manager shall be ejected once a pitch is thrown; and the opposing team may opt to replay their offensive half-inning if the ineligible pitcher is discovered during their turn at bat.

8. Additional Rules

- A. Whenever a play is evident, runners must slide or seek to avoid contact with the fielder making the play. Malicious contact shall supersede all obstruction penalties. It is not

necessary for the batter-runner to slide into first base.

- B. The rule regulating the number of trips to the mound for managers shall be the Major League Baseball Rule for all divisions, not the High School Rule. One “free” trip per pitcher each inning, must remove pitcher on second trip to the pitcher in the same inning.
- C. No “out” shall be recorded on account of an absent player in the batting order where either
 - (a) the player started the game and left the game due to injury, ejection or other reason or
 - (b) the team commenced play with fewer players than required to meet standard team size requirements as permitted.
- D. 10U Softball- pitching. If a pitcher hits two (2) batters in a single inning under circumstances in which in the umpire’s judgment the batter was not able to avoid being struck by the pitched ball, the pitcher shall be removed from the mound for the balance of that inning. That pitcher may be placed at any other defensive position and may return to the mound in a later inning. If, however upon returning to the mound that returning pitcher hit another batter with a pitched ball under circumstances in which in the umpire’s judgment the batter was not able to avoid being struck by the pitched ball, the pitcher shall be removed from the mound and shall not be eligible to pitch for the remainder of that game. Removed pitcher may be placed at any other defensive position.

9. Field Dimensions

Any association entering the SEBA play must have sufficient fields meeting the dimension requirements set forth here to support play. Under very limited circumstances a game may be played on a non- conforming field without being considered a violation of these rules; provided further, however, that in no event shall an age group be required or permitted to play on a field with dimensions smaller than required for that age group by these rules. Please notify Division GM of all field problems.

A. Hardball Divisions

- a. 10U- bases 60 feet and mound 46 feet
- b. 12U- bases 70 feet and mound 50 feet
- c. 14U- bases 80 feet and mound 54 feet
- d. High School- bases 90 feet and mound 60 feet 6 inches

B. Softball Divisions

- a. 8U- bases 60 feet and mound 34 feet
- b. 10U- bases 60 feet and mound 34 feet
- c. 12U- bases 60 feet and mound 40 feet
- d. 14U- bases 60 feet and mound 40 feet
- e. High School- bases 60 feet and mound 43 feet

10. Official Game (starting and ending a game)

- A. A regulation game is seven (7) innings. Exception: 10U Hardball, 12U Hardball, 8U Softball and 10U Softball in which a regulation game shall be six (6) innings.
- B. All divisions will have a one hour and fifty minute (1:50) time limit, which means no inning shall commence after the 1 hour 50 minute mark. Exception: 10U Hardball, 8U Softball and 10U Softball in which is one hour thirty minute (1:30), which means no inning shall commence after the 1 hour 30 minute mark. An inning is deemed to have begun immediately upon the recording of the last out in the preceding inning. There is NO Drop Dead Time. No time limit in High School Divisions.
- C. Unless a different time is set forth on the official schedule issued by the SEBA, all games shall start at 6:30 PM.
- D. A team failing to field the required number of players at “Game Time” shall forfeit the game. If agreed upon by both managers, where one team fails to have sufficient players present to play a game, the teams may play as an official scrimmage (with umpires) and players may be reallocated from one team to the other for the purpose of the scrimmage. Forfeiting team takes the loss.
- E. No extra innings, if a game is tied after either the time limit or the completed 7th inning; that game shall be considered a tied/completed game.

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11. Mercy and Travesty Rules

- A. Mercy: There will be a ten (10) run mercy rule after the completion of five (5) innings. An inning is completed after the losing team has completed their turn at bat. This applies to all divisions.
- B. Travesty: 10U Hardball, 8U Softball, 10U Softball and 12U Softball- The batting team may not score more than five (5) runs in any half inning unless behind in the score. The team behind in the score may score as many runs as five (5) plus the number of runs they were behind before their turn at bat. The last inning for both teams will be allowed to score unlimited runs until the third out is made. If the time limit is approaching and both coaches agree that the last inning will not be played, they must determine what inning will be declared as the last. Mercy rule still applies for all four (4) divisions stated above.

12. Inclement Weather

- A. Unless previously instructed by the home manager, division manager or home city recreation department, both teams must report to the playing field.
- B. Prior to the pre-game conference, the home manager shall make all decisions regarding the fitness of the playing field including but not limited to, the decision to postpone the game. After the pre-game conference, the plate umpire shall make such decisions.

Between games of a double-header, the plate umpire of the first game shall make all such decisions. When the home team's local community authorities (police, fire, recreation, etc.) have determined that the field is unfit, no manager or umpire shall require play on that field.

C. All SEBA games will follow for suspended games:

- a. Any game suspended prior to completing the fifth inning (4 14 if the home team is leading) it shall be continued from the point of interruption at the most convenient time.
- b. Any game suspended after the completion of the fifth inning, shall be considered a complete game, whether a tied or not. If a game is suspended after a half inning was completed, it will revert back to the last completed inning.
- c. Any game halted due to darkness, shall be considered a completed game, if the fifth inning was completed. If a game was halted before the completion of the bottom of the sixth, the score will revert back to the score from fifth inning. If a game has not finished the fifth inning, the game will halt there and be completed on the most convenient time.

13. Makeup Games

- A. In the event that a scheduled game can not be played due to either (a) weather or (b) some other compelling reason approved by the General Manager, such as conflicts with year end school activities which otherwise would result in a forfeit, the involved managers shall cooperate and immediately confer to determine a makeup date, which date shall be immediately communicated to the General Manager when determined.

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- B. Unless it is determined by the General Manager that both managers have acted with appropriate dispatch and in good faith and that despite such dispatch and good faith completion of the makeup has been rendered impractical by prevailing circumstances, the General Manager shall determine whether the failure to makeup a scheduled game was the fault of one or both of the involved managers. If the General Manager determines one manager was substantially at fault, then the game shall be declared a forfeit against that manager's team. If both managers are determined to be substantially at fault, then a double forfeit shall be declared and both teams shall be charged with a loss in the standings.
- C. Before assessing a forfeit, the General Manager shall submit the proposed action, with complete recitation of the underlying facts, to the SEBA Executive Board of Directors for approval.

14. Protests

- A. If a manager determines that he or she wants to protest the game, it shall be announce by the completion of the game.
- B. A Protest Report Form shall be completed and delivered to the General Manager within 48

hours of the completion of the game.

- C. All protests must be accompanied by a \$100.00 fee. This fee will be returned if the protest is upheld.
- D. The General Manager shall initially decide all protests. Both teams will then be notified of the decision with two days after receiving the protest reports.
- E. Any team wishing to appeal the initial protest decision shall notify the SEBA Executive Board of Directors within 24 hours of the initial decision.
- F. The SEBA Executive Board of Directors shall decide on protest appeals, their decisions shall be final.

15. Field Conduct

- A. Any player, manager, coach or umpire who has been found to be under the influence of an alcoholic beverage or drug during a game shall be suspended from SEBA, immediately.
- B. The use of alcohol or tobacco products during a game is prohibited by a player, manager, coach or umpire.
- C. Any player, manager, coach or other team personnel leaving their positions for the purpose of becoming involved in an altercation; shall be ejected from the game. A manager or coach may, however leave his/her position for the purpose of assisting the game officials by removing their team's player(s) from the altercation.

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16. Ejections/Suspensions

- A. When an ejection occurs, there is NO automatic suspension.
- B. When an ejection or incident of note occurs, the umpire(s) must contact their local Chief Umpire within 24 hours. All local Chief Umpire shall notify that divisions General Manager of the incident within 48 hours of the incident.
- C. The General Manager will review each incident and determine if additional penalties may be advisable. If it's determined that additional penalties are warranted, he/she will forward a recommendation to the SEBA Board of Directors. The SEBA Board of Directors shall decide what additional penalties, if any should be assessed.
- D. Any determination by the SEBA Board of Directors pursuant to this procedure is subject to an appeal. This appeal must be requested at the time of the initial decision.
- E. The SEBA Board of Directors shall hear any appeals, after hearing the appeal, their decision shall be final.

17. Playoffs

- A. SEBA will determine how many teams will represent each association in each division.
- B. Individual associations will determine on what team will represent them; team must comply too Section #2 Rosters.
- C. All teams entering into the playoffs in each division will be placed into a blind draw to determine seating, regular season standing doesn't matter.
- D. Playoffs are a one game elimination.
- E. Host city will be determined upon availability to fields for each division. F.

Semi-finals and Finals, no time limit.
- G. In all Divisions except High School; teams with larger rosters, may set their line-up to match their opponent, teams still must follow section 5 (D). Example: If team A has 11 players (player 10 and 11 are considered AH) and team B has 14, team B can put 11 players in the batting order, the remaining 3 will be left out of the batting order and must be later be inserted into the game, as long as they comply to section 5 (D). Follow High School Substitution at this point.
- H. All playoff rosters must be submitted to the general manager of each division prior to start of playoffs to verily the eligibility of players.

18. Insurance

- A. All SEBA associations/teams will be responsible for their own liability/medical insurance. Associations shall have evidence of their insurance on file with the SEBA. The SEBA shall be identified as an additional insured on all insurances.

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19. Disbanded Teams

- A. The players from any disbanded team may be placed on other teams within the division, providing the "gaining" team(s) have a need and are willing to accept these players.

20. Jewelry

- A. Players may not wear any type of **METAL** jewelry during any game. This includes rings, necklaces, earrings, bracelets, watches or body piercing. Jewelry may not be taped over.
- B. Players may wear **BREAK AWAY** or **RUBBER** style bracelets or necklaces.

