

SCVAA Senior and Junior Baseball League Rules – Updated 5-24-18

SCVAA Senior and Junior League is an association of teams from several area communities including Little Canada, Mahtomedi, Maplewood, Oakdale, Roseville, Stillwater, and Woodbury.

All coaches must have a copy of these rules at all games.

The following additional rules and regulation, s will also govern play in the SCVAA League for the 2018 regular season and playoffs. This list is **NOT** intended to cover all playing rules but rather highlight those areas that are referenced most often and/or is an exception to the regular High School rules.

I. Player Registration /Eligibility

1. Teams are formed from the pool of players registered in each association for that association and are separated for the different leagues by the **grade** they are attending as of April 1st.

JUNIOR LEAGUE – 8th and 9th grades
SENIOR LEAGUE – 10th, 11th, and 12th grades

2. A player may be registered on only 1 team.
Exceptions: A player may play up a level on a temporary need only basis if they are registered in an association and the team they are temporarily playing for is in the same association. The maximum occurrence is 2 games. If a player plays up a level more than 2 games, the player must stay on the upper level team for the remainder of the season.
3. Players may **NOT** temporarily play on two different teams in the same level unless approved by the board.
4. Players may **NOT** play down a level.
5. No member of any traveling team may play on a team.
Examples: MYAS, VFW, Legion.
Exceptions: A player may play on their High School team and SCVAA at the same time.

Penalty for using an illegal player:

First occurrence: Game forfeit

Second occurrence: Head coach suspension and the head coach must appear before the board of directors for reinstatement.

II. Coach/Player/Spectator Code of Conduct

1. All players, coaches and spectators are to behave in a manner that reflects the positive fun associated with the game of baseball. Unsportsmanlike conduct will not be tolerated, and includes but is not limited to: Verbal abuse, questioning judgment calls, physical aggression, profanity, alcohol or tobacco product consumption.
2. Any player, coach or spectator ejected from a game will also be suspended from their team's next game. Further sanctions may be warranted depending upon the behavior. If the behavior is deemed extreme and adults associated with the team took little or no action to defuse the situation, the Board of Directors may immediately suspend the team for the remainder of the season. Even if team is not suspended, the offending participant may be banned from further participation by the board. Regardless of action taken after first incident, a second game disqualification will result in suspension of the individual from the remainder of the team's regular season and playoff games.
3. The Board of Directors will be composed of one representative from each community league. The home game league Umpire in Chief should also be present for any disciplinary action that occurred at their field.
4. Any individual or team ejected for the season is entitled to an appeal. The appeal fee is \$100. The appeal must be submitted in writing to the Board of Directors and be accompanied by payment of the appeal fee of \$100. A hearing will be scheduled to include the party involved, the coach, the umpire, and the entire disciplinary committee.
5. **All COACHES, the PLAYERS, and the SPECTATORS must adhere to the Code of Conduct. If there is an incident report or multiple incident reports, depending on the severity of the report(s), the head coach, and/or assistant coach, MUST appear before the Board of Directors which will determine if that COACH AND/OR TEAM will be allowed to participate. If the problem persists the rest of the season will be forfeited for the coach and the team.**

III. Umpires

1. Umpires will be provided for all league and playoff games, generally provided and assigned by the home team's association.
2. If the umpire is absent, the teams should agree upon a replacement umpire, and start the game as soon as possible. Notify Umpire in Chief of the home teams' association of the absence.

IV. Required Playing Time

1. All players must be scheduled by their coach to play at least 3 innings in the field if the game goes the full scheduled innings. If less than the full scheduled innings are played, all players must be given equal participation time in the field as is reasonable.
2. All players will be placed in the batting order and must bat in the assigned order.
3. If a player is injured or sick and is unable to continue playing there is no penalty and their place in the batting order is simply skipped.

Exception: The coach must give advanced warning to the player, the player's parents, the opposing coach and the umpire if any player is intentionally not allowed to play and a reason must be stated and be acceptable to all.

Penalty for excluding players:

First occurrence: Warning

Second occurrence: 1 game suspension

Subsequent occurrences: 1 game suspension and possible removal of the head coach.

V. Injured Player

1. No player with a cast on their arm or leg will be permitted to play in a game.
2. Prior to the start of a game, any player who cannot either bat or field due to injury will not be allowed to play in any portion of that game.
3. A player injured or reinjured during a game may leave the game with no penalty to the team.
4. Any player (except a player removed by the umpire) on the bench may be used to replace an injured player.
5. No player shall return to the game with any visible blood on their person.
6. An injured player may be reinstated into the game at any time with the approval of the umpire.
7. If the injured player returns to the game, the replacement must return to the bench.
8. If an injured player must miss a turn in the batting order, there is NO penalty.
9. If the injured player is able to bat the next time their turn arises, the player is allowed to take their turn with NO penalty.

VI. Late Player Arrival

If a player arrives late and enters the game, the player must be inserted into the batting order at the bottom of the batting order regardless of how many batting order rotations have occurred.

VII. Minimum Players

1. A team must Start and Finish a game with a minimum of 7 players.
2. If multiple injuries occur and a team goes below 7 players the game is then forfeited.

VIII. Uniforms

1. All players should be in **matching** uniforms which consist of a hat, jersey, and baseball pants. Shorts and altered uniform shirt, pants, and hats are not allowed.
2. No open toe shoes/sandals are allowed.

IX. Time limits

1. A new inning cannot start after 2 hours.
2. Both coaches and the umpire should agree on the start time, and note it.
3. Umpire/coaches meeting will start 5 minutes before the scheduled game start time. The home team will take the field at this time for the home teams' 1st inning warm-up. No teams are allowed on the infield prior to the game for practice.

4. A new inning starts as soon as the batting team makes the 3rd out.
5. There is a 2 minute time limit between innings. After 2 minutes no practice pitches are allowed.

X. Fifteen/Ten Run Rule

1. 15/10 run rule will be enforced in all Junior and Senior games.
2. The game is over if one team is ahead by 15 runs after 4½ (home team) or 5 (visitor team) innings. In addition, the game is over if one team is ahead by ten runs after 5½ (home team) or 6 (visitor team) innings.

XI. Scorebook

The home team must keep the official scorebook.

XII. Game Balls

In all leagues, both teams must supply 2 new premium leather game balls to the umpire before the start of the game.

XIII. No Contact Rule

1. **Contact must be avoided at all times** unless it occurs during a legal slide.
2. Runners are never required to slide.
3. Head first slide into home plate is **NEVER** allowed.
4. Player initiating contact can be immediately ejected from the game at the umpires' discretion.
5. High School Rules apply.

XIV. Equipment

1. All males **MUST** wear protective cups. All females must wear pelvic protectors.
2. Protective head gear with ear guards must be worn by all players while batting, running bases, and coaching.
3. All catchers must use all proper catchers gear including a catcher's mitt. The face mask/helmet must cover the full-face and head including the ears. Example: Goalie Style mask/helmet.
4. If a player is warming up a pitcher the player must wear a catcher's mask.
5. Only the first baseman may use a first baseman's glove. A fielder's glove is also acceptable for use at first base.

Penalty for improper or lack of proper equipment: Player(s) is not allowed to play.

XV. Batting

1. All players must bat in a set rotating order.
2. No warm-up bat swinging is allowed outside the fenced field area. This is a safety issue.
3. No hitting the ball into any fence is permitted.

4. See individual league rules for batting rules specific to each league.

XVI. Pitching

Only the starting pitcher can re-enter (one time only) and only if the starting pitcher has pitched less than the allotted outs.

XVII. Fielding

1. Hidden ball trick is not allowed.
2. Infield Fly: When an infield fly is called by the umpire, the batter is automatically out and the base runners advance at their own risk. Tagging up on a ball hitting the ground is **NOT** necessary.

XVIII. Score Reporting/Standing/Playoff Seeding

1. It is the responsibility of the WINNING coach to report the games' score within 48 hours of game completion.
2. **For the 2018 season, text message all Jr. and Sr. Game Scores to Pete Decorsey at: 651.492.6876**
3. Standings will be updated weekly on the VAA Jr. and Sr. Web Page: <http://www.scvaa.org/SCVAAB/vaa-juniors-and-seniors-league>
4. **Wins not entered will not count in the end of the year standing nor for tournament seeding.**
5. Due to time constraints playoff seeding is generally set 10 days prior to the tournament start as posted on the web site. Any scores reported after the cut-off date will not be considered when determining play-off seeding. All scores will be used for 1st place regular season championship if completed prior to the individual leagues tournament start.

XIX. Standings Point System/Tournament seeding

1. Tourney seeding based on win/loss record, head-to-head competition, and run differential.
2. After tourney pairings, the team with the better record will be the home team

XX. Game Scheduling Changes and Cancelations

1. An umpire will be at the game no matter what the conditions unless the **umpire-in-chief is notified a minimum of 2 hours before game time.**
2. If weather makes play doubtful, coaches must **first contact each other, then contact the umpire-in-chief for the association where the game is played 2 hours before game time.**
3. If no contact is made to the umpire-in-chief by the coaches one hour before game time, the game is on, regardless of conditions. Both teams must show up at the field. The game can be postponed at the site because of rain, wet ground, or severe weather by mutual agreement of both coaches and the umpire.
4. If no prior postponement has been agreed upon, failure to arrive at the designated field on time will result in forfeiture of the game. If postponement is made, notify the Umpire-in-Chief (UIC) of the proper association as soon as possible. Provide them with league, home and away team names, field site, date, time, and age level.

- a. All Oakdale teams notify **Greg Bearth at 651-260-7643.**
- b. All Little Canada teams notify **Don Bowman at 651-208-3909**
- c. All Stillwater Teams notify **Steve McRunnel at 651-500-8414**
- d. All Roseville teams notify **Marc Fioravanti at 612-961-1783**
- e. All Mahtomedi & Woodbury teams notify Pro-Am umpires by texting **Taylor (651-968-7179) AND Jordan (651-968-7178) or call one of them to inform them of game day/next day.**

Only forfeitures approved by the Board of Directors can be entered into the standings as a 1 – 0 win. A coach entering forfeiture without approval may be disciplined by removing that coach from the teams’ next scheduled game.

Coaches need to reschedule make-up games within 7 days of postponed game and the make-up game must be played before the season-ending tournament cutoff date to count towards the seeding and before the season-ending tournament to count for the season standings. Games not rescheduled will result in a forfeiture for the home team.

To reschedule a game:

1. Secure a field **and** time that both coaches agree upon.
2. Contact Umpire-in-Chief for the association that the game is played in after **ALL** the details have been worked out.

XXI. Rainout Games

1. **Regular Season** – if a game is stopped due to unplayable weather with less than 4 ½ innings played, the game is **restarted from the beginning.**
2. **Playoffs** – if a game is stopped due to unplayable weather with less than 4 ½ innings played, the game is **continued from the point it was stopped.**
3. **Regular Season and Playoffs** – if a game is stopped with more than 4 ½ innings played, the game is **an official game.**

XXII. Protests

1. No judgment calls may be protested.
2. Only decisions involving the misinterpretation or misapplication of the rules may be questioned or protested.
3. Protest fee is \$100.00.
4. All protests must be filed with the Board of Directors within 24 hours after game.

Dugout assignment to be determined by first come, first choice.

The league and/or the home field association is responsible for any lost or stolen equipment.

League Specific Rules:

Senior League:

I. Eligibility

10th, 11th, and 12th grades as of April 1st.

II. Innings/Time Limit

1. A full game consists of 7 innings.
2. A new inning cannot start after 2 hours.

III. Pitching Limits

1. Pitchers are limited to 12 outs per game.
2. Only the starting pitcher may re-enter the game (one time only) and only if the starting pitcher has not reached the 12 out limit, including extra innings.

IV. Bats

1. The only bats allowed:
 - a. Bats that are stamped USABat or BBCOR **OR**
 - b. Wood bats
 - c. Minus 3 maximum
2. If a player moves up a league (see Player Registration /Eligibility), the player must comply with the bat regulations for the league they are playing in – not on their actual grade level.

Penalty for using an illegal bat:

First occurrence: Batter is ejected from the game and recorded as an out for that at bat and the out is recorded as a dead ball out. Upon the next time the ejected players' slot comes up in the lineup, the slot will be skipped with no out recorded.

Second occurrence: Head coach will be ejected from the game.

V. Base length/pitching rubber

1. Base length = 90 feet
2. Pitching rubber = 60 feet 6 inches

VI. Spikes

Metal spikes are allowed

Junior League:

I. Eligibility

1. 8th and 9th grades as of April 1st.

II. Innings/Time Limit

1. A full game consists of 7 innings
2. A new inning cannot start after 2 hours.

III. Pitching Limits

1. Pitchers are limited to twelve (12) outs per game.
2. Only the starting pitcher may re-enter the game (one time only) and only if the starting pitcher has not reached the twelve (12) out limit, including extra innings

IV. Bats

1. The only bats allowed:
 - a. Bats are that are stamped USABat or BBCOR **OR**
 - b. Wood bats
 - c. Minus 5 maximum
2. If a player moves up a league (see Player Registration /Eligibility), the player must comply with the bat regulations for the league they are playing in – not on their actual grade level.

Penalty for using an illegal bat:

First occurrence: Batter is ejected from the game and recorded as an out for that at bat and the out is recorded as a dead ball out. Upon the next time the ejected players' slot comes up in the lineup, the slot will be skipped with no out recorded.

Second occurrence: Head coach will be ejected from the game.

V. Base length/pitching rubber

1. Base length = 90 feet
2. Pitching rubber = 60 feet 6 inches

VI. Spikes

Metal spikes are allowed