

SCABA BASEBALL

RULES and REGULATIONS

BUILDING BETTER YOUTH THROUGH BASEBALL

www.scababaseballtopeka.com

Mission Statement

The mission of Shawnee County Parks and Recreation is to provide quality parks, golf courses and recreational facilities and opportunities to meet the recreational needs and interests of rural and urban residents throughout Shawnee County.

Lake Shawnee Baseball Complex

Shawnee County Parks and Recreation is proud to cooperate with the Shawnee County Amateur Baseball Association and offer to the public a positive youth baseball environment at the Lake Shawnee Baseball Complex. Serving the youth and their families of local and visiting teams in a viable manner promotes the development and growth of quality baseball.

Shawnee County Parks and Recreation does not discriminate against any person on the basis of race, color, sex, national origin, age, or handicap in the operation of any programs, activity, or facility.

The Lake Shawnee Baseball Complex master plan may be viewed under the athletics documents at www.snco.us. League info may be found under Lake Shawnee Associations. Our intentions through this cooperative effort are to upgrade the lake baseball facilities and surrounding parkland while continuing to serve those participating.

Each coach will receive a code of ethics for youth sports. Coaches will receive copies at the coaches meeting to hand out to parents and other coaches. This is very important for parents to read and understand that disruptive behavior will not be tolerated at the LSBC Complex. If parents do not receive one they can get it online at www.snco.us.



2009 RULES and REGULATIONS

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BOARD OF DIRECTORS

Title	Contact	Phone
President	Nick Pruitt	785-271-9667
Vice-President	Tom Langer	785-379-9980
Secretary	Jason Sellers	785-608-4081
Website	Mark Owen	785-286-2967
Pony Express League Rep.	Nick Pruitt/ Mike Rinehart	271-9667/478-2241
Pony League Rep.	Troy McMaster	785-478-9503
Gopher League Rep.	Jeff Cooper	785-862-5218
Pee Wee League Rep.	Dan Macke	785-221-6541
Minor League Rep.	Brian Schmidlein	785-845-0942
Instructional League Rep.	Louis Thompson	785-235-5650

LAKE SHAWNEE BASEBALL COMPLEX

The complex is located at the corner of 29th Street and Croco Road. You may enter the complex via Beach Terrace off 29th Street or Croco Road. Please assist us with keeping the park clean and report any vandalism. Thanks for playing in the league and show good sportsmanship. Good luck this year!

Rainout information 785-291-4938

Shawnee County Athletics 785-286-3358

www.scababaseballtopeka.com or www.snco.us

2008 League Winners

Minor- 7U Winner Renegades /Runner up Mustangs
8U Winner Tornados /Runner up Crush

Pee Wee- 9U Winner Bombers/ Runner up Gorillas
10U Winner Capitals/ Runner up Vipers

Gopher- 11U Winner Crush/ Runner up Iguanas
12U Winner Hammers/ Runner up Crush

Pony- 13U Winner Capital City Bombers/ Runner up Crush
14U Winner Riverbats/ Runner up Crush

SCPR rules and regulations may or may not supercede rules set forth by SCABA.

CONSTITUTION

Article I

The name of the organization shall be the Shawnee County Amateur Baseball Association. The purpose of the Association shall be:

1. To provide summer recreation for youngsters 18 years or younger through education in the fundamentals of baseball.
2. To provide proper supervision, by teaching good sportsmanship and general conduct, to combat juvenile delinquency.

Article II

Anyone 18 years old or older expressing a desire to work with youngsters in any capacity is eligible for membership.

Article III

The Officers of the Association shall be: President, Vice-President, Secretary, One Representative from each League, Tournament Director, and Fund Raising Chairman.

Article IV

The meetings of the Association shall be monthly, except during the playing season and except as provided in the By-laws.

Article V

The Constitution may be amended by a two-thirds vote of the members present at an Association meeting providing a quorum is met and such amendment was introduced or read at a meeting not less than thirty days prior to being put to a vote.

The above Constitution was approved at the November 21, 1958 meeting. Thirty-two charter members were present.

Constitution Amendments

1. Each League will be represented by one Representative or designated alternative. They, together with the Association officers will form the Board of Directors. The Board of Directors will be the governing body of all Leagues. All business from all Leagues must be handled and approved by a majority of votes cast by the Board members: fifty per cent or more of the Board members must be present to conduct business. All business approved by the Board of Directors will be presented to the Association body, but no discussion will be held unless the Board of Directors should become deadlocked on some phase of business, then such subject will be presented to the Association for vote and approval.

2. No rule changes will be made between the May meeting and the September meeting of the Association.

BY-LAWS

Article I - Membership

Section 1. Anyone present at the meeting adopting the Constitution and By-laws will be Charter Members and entitled to

vote at all future meetings.

Section 2. All persons seeking membership will be admitted at any future date and must apply for a membership. New members will have a thirty-day waiting period before being eligible to vote. Previous year members are renewal members; all others are considered new members.

Section 3. The Secretary will keep a roll of all active members.

Section 4. Anyone connected with this Association in any capacity, managing or playing, accepting any cash award or compensation for such activity will be dropped from all future participation in any of the Association activities.

Article II - League Participation

Section 1. All Leagues, teams, managers, coaches, players and Association members will conform to the Constitution, By-laws, Rules and Regulations as prepared by the Board of Directors. The Association President and the Board of Directors will have the duty and power to enforce the Association Rules and Regulations. Any team, manager, coach player, or Association member found in violation, and refusing to conform, is subject to suspension from Association activities and use of Association facilities for the season in question.

Article III - Meetings

Section 1. Upon adopting the Constitution and By-laws, the Association will hold its next meeting approximately one month from that date.

Section 2. The Secretary will call special meetings when so directed by the Association President.

Section 3. If at any time a quorum fails to attend five consecutive Association meetings, the Association will be considered dissolved and the Treasurer will release all funds as provided in the By-laws.

Article IV - Use of Funds

Section 1. Any funds collected from events must be turned over to Shawnee County Parks and Recreation (SCPR).

Section 2. Sponsor or Association funds misappropriated may result in legal action against the person(s) involved.

Article V - Board of Directors

Section 1. The Officers will be elected when the Constitution and By-laws are approved and will hold office for one year. New Officers will be elected annually thereafter.

Section 2. The duties of the Officers will be as follows:

A. The President shall preside at all meetings and coordinate all business of the Association.

B. The Vice-President shall preside in the absence of the President, and shall assist in overseeing related activities.

C. The Secretary shall keep all records and perform necessary correspondence for the Association and preside in the absence of the President, Vice-President or Past President.

D. The League Representatives shall represent their Leagues in all meetings and shall report all business between the Leagues and the Association and the Board of Directors.

E. Tournament Director, along with SCPR, shall issue invitations to teams interested in participation in the SCABA Invitational Tournaments OR other tourneys and manage such tournaments as required.

F. The Fund Raising Chairman shall coordinate with SCPR on all Fund Raising Projects.

Section 3. Officer vacancies shall be filled upon the recommendation of the Association President with the approval of the Board of Directors.

Article VI - Quorum

Section 1. A quorum of the Association shall be ten percent of the voting membership of the Association, but never less than ten members.

Article VII - Amendments

Section 1. The By-laws may be amended by a majority vote of a quorum of the Association membership provided such amendment was introduced, or read, at a meeting at least thirty days prior to being put to a vote.

Section 2. The Board of Directors shall have the authority to alter, amend, add, change or delete the General Rules and Regulations of the Association.

Section 3. The Rules Committee who serves as a screening committee for the Association shall submit potential rule changes to the Board of Directors.

Section 4. A petition signed by 25 percent of the Association's membership can require a recommended rule change be voted on by the Association members and passed by a majority vote of the members present. In accordance with Article VII, Section 1, such a petition must be read at a meeting not less than 30 days prior to being put to a vote.

Article VIII - Legal Counsel

Section 1. The Association Board of Directors shall retain a lawyer, or legal counsel, in an advisory capacity.

ADMINISTRATIVE RULES

1. Association Administration

a. When season play begins, the Association President will be the official contact between the Association and SCPR assisted by the individual league representatives. The other Board members are to be available for assistance throughout the season.

2. Administrative Hearings

a. An Administrative Hearing will be conducted at any such time as any player, team, coach, spectator, game official or facility personnel is ejected for unsportsmanlike behavior as a result of physical or verbal abuse before, during or after the game directed toward any player, team, coach, spectator, game official or facility personnel.

b. To conduct an Administrative Hearing, the Association President shall gather preliminary information from game officials, staff, bystanders, players, etc. After the preliminary information has been gathered, the Association President shall notify in writing the persons involved in the incident as to the date, time and location of the hearing.

c. All persons present at the Hearing who witnessed or were involved in the incident will describe the incident in their own words without disputation from others present. The Hearing Committee may question individuals after he or she has made their statement. Witnesses and incident participants shall then be dismissed, at which time the Hearing Committee will discuss and question statements made.

d. The Hearing Committee shall consist of a quorum of the SCABA Board of Directors, with at least three of the Committee members not being League Representatives, and two SCPR staff members. The Hearing Committee shall decide the outcome by majority vote.

e. Failure for an incident participant to appear at the Administrative Hearing is an admission of guilt.

f. Hearing Committee decisions are final.

g. Following the Administrative Hearing, a letter stating the disciplinary action(s) taken will be sent to the person(s) involved in the incident by registered mail or delivered to them in person.

3. Complex Facilities

a. SCPR asks all guests and users that wish to provide positive feedback or report any vandalism, problems, or field conditions to do so to the Site Supervisor who will have you fill out a form. You may fill out a form online at www.snco.us. We intend to keep our facilities in safe, clean, and in top condition while providing for a positive sports environment.

4. Diamond Fences

a. No player or coach will intentionally hit balls of any sort into any diamond or backstop fences. Batting aids require prior approval before utilizing at the LSBC. Penalty: Ejection under Rule 13 of the Administrative Rules.

5. First Aid Kits

a. All teams must have a first-aid kit immediately available at all times.

6. Gate Admission

a. Gate fee's for SCABA sponsored, non-SCABA tournaments and post-season tournaments need SCPR approval.

7. League Games

a. All games are played at the Lake Shawnee Baseball Complex unless noted otherwise.

8. League Make-up

a. Teams register in age group divisions and league representatives will form the leagues.

b. The older division will be called the "National Division" and the younger division will be called the "American Division".

c. Any team may play in the National Division; however, older teams may not play in the American Division.

d. Five (5)-team minimum to form a division, all teams will play as one league. Minor league is the exception to this rule.

9. Length of Games

a. All league games, to be determined and subject to league specific rule. No inning shall start after the game has been in progress for the time allotted. The inning in progress must be completed, regardless of the time, if the home team is behind. The beginning of the next inning will be at the immediate end of the previous inning. E.g. 1 hour 45 minutes time limit game starts at 6:15 P.M. last inning ends at 7:59 P.M. game continues, last inning ends at 8:00 P.M., game ends.

10. Membership

a. Each family with a player(s) participating in SCABA is entitled to one vote at Association meetings.

11. Payments

a. All checks or money orders are to be made payable to Shawnee County Parks and Recreation. SCPR does accept Visa, MC and Discover credit or debit cards.

b. All fees must be paid prior to the end of the coaches meetings. See #20 below for dates.

12. Ejection

a. The umpire, site supervisor, SCPR staff members, UIC, or a member of the Board of Directors has the authority to warn or eject any player, manager, coach, or fan, from the game for violating any Code of Conduct.

b. If a player, manager, coach, or fan is ejected from any game sponsored by this Association, they must sit out that game plus their next scheduled game before being eligible to return to the field with their team. This applies to both regular

season play and tournaments and includes visiting teams.

c. Anyone ejected shall promptly remove himself from the vicinity of the baseball game, getting no closer than the parking lot. If conduct continues from parking lot, removal from the Lake Shawnee Baseball Complex may be necessary.

d. Anyone ejected shall not communicate further with players, coaches, managers or the umpire during the course of the remainder of the game or the next succeeding game (See Rule C).

e. Anyone ejected from a second game during the same calendar year baseball season must go before a special hearing in order to be reinstated (See rule 3d). The decision will be determined prior to the next scheduled game.

f. The game umpire(s) will complete an incident report for any ejection. The incident reports are to be forwarded by the game umpire(s) to the Umpire-in-Chief and Association President within 24 hours of the incident. A copy of the incident report will go to SCPR. The Umpire-in-Chief may request a special board meeting to address recurring problems. Incident reports shall be prepared by game umpires whenever they deem necessary and not be limited to ejections. Non-ejection incident forms are to be forwarded to the Umpire-in-Chief, Association President, and SCPR staff.

g. There shall be no appeal of an ejection.

h. Ejections or violating the code of conduct applies to players, coaches, fans and managers as soon as you enter the complex property and continues for the duration of the game until you leave the premises.

13. Player Recruitment

a. Any manager, coach, or their representative who communicates or makes any contact with a player or his parents between February 1st and August 1st, other than players on his own team, for recruiting purposes is subject to a hearing and disciplinary action from the Board of Directors. The following guidelines may be used:

Penalty: 1st violation - Suspension for 2 games for current season or following season.

2nd violation - Suspension for the balance of the current baseball season or first 5 games of following season.

All complaints must be in writing; signed and presented to the Board of Directors

b. Managers are to select their own players. All other players will be placed together forming new teams as sponsors and staffs are available. Players will be required along with their parents, to sign a "Player Contract" form and cannot quit one team and play for another unless he receives a signed release by his team manager. Managers are urged to make certain that players are satisfied with conditions that could arise during the baseball season before accepting a "Player Contract". Once the team manager accepts a signed contract, the player may not be cut from the roster.

14. Post Season Tournaments

a. For all leagues, which are affiliated with NBC, teams will choose which affiliates' post season tournament they wish to play in based on the oldest player (excluding 17yr olds) listed on their league roster at any time during the season. The highest eligible team will choose first, with the remaining teams choosing in descending order until all slots are filled according to the limits imposed by league registrations. Teams dropping older aged player(s), from their roster, see rule 16(i), in order to play in a younger aged post-season tournament, will select last after all other teams in their division have selected their first post-season tournament choices.

b. Determination of a leagues' post-season berths must be completed by a designated date, which will be determined each year by the SCABA Board of Directors. This date will be based on NBC deadlines. A leagues schedule or portion of the schedule that contains the games used to determine the post-season berths must be completed by this designated date and must be done on a fair and equitable basis (examples: play each team in an age group twice or play every team in the league once.) In the event a solution cannot be reached, board of director's decision will be final.

c. Teams will be seeded in the NBC post-season tournaments according to their overall league win-loss record. This consists of matching records of both the American and National divisions. In the case of a tie, the team in the National division will receive the higher seed.

d. Teams that qualify and choose to participate in NBC (SCABA affiliated) post-season tournaments must fulfill the entire commitment required by the affiliation they choose.

Penalty: The team will not be allowed to participate in SCABA league play the following season.

e. Rules 16(d) does not apply to individual players added to post-season rosters as per SCABA and affiliation rules.

f. The Managers and Coaches of teams participating in post-season tournaments cannot drop any ballplayers from their regular season rosters without the parents' written consent and Board approval. Said Managers and coaches can select additional SCABA ballplayers to fill their roster to the maximum allowable limit. Players selected may choose which team he/she wishes to play with. There will not be a draft for players.

g. Managers and Coaches should be aware that ballplayers that have already participated in qualifying tournaments cannot be picked up to play with another team, Host Team included, in higher ranked tournaments of the same affiliation.

15. Practice Games

a. Neither SCABA or SCPR will not be responsible or obligated for umpire costs of any practice games.

b. Team managers must schedule diamond time for practice games with their respective league rep.

16. Rainouts

a. The Site Supervisor and/or SCPR staff and the game umpires will be sole judges as to whether or not fields are in playing condition during wet weather.

b. All makeup and postponed games will take precedence over any practice games.

c. A rainout game is rescheduled by the League Representatives. An attempt will be made to reschedule the games within 2 weeks of the rainout. Failure to comply with this schedule, or to show up with the required number of players, will result in the forfeiture of the game.

17. Re-scheduled Games

a. Games may be postponed by mutual agreement of the managers involved, with approval of the League Representative and SCPR, if given 4 days notice. SCPR may not guarantee the postponed games.

b. Teams that do not give the 4 day notice will be penalized a \$25 rescheduling fee and if that is not collected it will then be a forfeit for the team trying to reschedule.

18. SCABA Sponsored Tournaments

a. All arrangements and schedules for SCABA sponsored tournaments will be under the direct supervision of the SCABA Board of Directors and SCPR staff. They will be played according to current NBC rules, unless overridden by specific tournament rules.

b. Tournament fees will be established by the Board of Directors and SCPR for SCABA sponsored tournaments.

19. Sportsmanship

a. This Association expects the coaching staff of every team to teach baseball to the best of their knowledge along with fair play and good sportsmanship.

b. Remember at all times: That you are a direct representative of your sponsor and should conduct yourself so that you will not embarrass your sponsor in any way whatsoever. Only through sponsors are we able to continue this program. A sponsor's reputation is worth far more than the money he contributes.

20. Team Entry Fees:

a. Team entry fees for all leagues are as follows:
Instructional league \$75.00 per player

Coach's Meetings:

March 30

Minor league \$1,300.00
Pee Wee through Pony leagues \$1,450.00

Minor- Feb. 17
Pee Wee- Feb. 16
Gopher- Feb. 19
Pony- Feb 18
Meetings start at 7:00PM
Lake Shawnee Shelter #6

Pony Express \$90.00 per game per team

b. Team entry fees are due as follows:

Minor through Pony leagues February 19, Instructional league March 30, Pony Express June 1

c. A deposit of \$250.00 is due by January 15, 2010, in order to be considered for the league. The deposit is non-refundable unless a spot in the league is not granted. The deposit will be applied towards the team entry fee if a spot in the league is granted.

21. Team Uniforms

a. All teams must have matching uniforms. A uniform shall consist of cap, shirt, pants, and socks. Minor and Instructional Leagues are an exception to this rule.

b. Numbers will be on all shirts in every league and will be a minimum of 5" in height in the middle of the back.

22. Tobacco Products

a. Managers, coaches, assistants, players, SCPR staff, and umpires are not allowed to use tobacco products (smoke or chew) in any form while in the confines of the complex.

23. Umpires

a. No current active coach or manager will be permitted to umpire in their league unless requested to do so. Then only until a replacement can be secured.

24. Use of Field Lights

a. Home Plate umpires along with SCPR staff will determine when lights are to be utilized. The umpire and site supervisor will determine when to shut off the lights during inclement weather.

25. Pony Express Field

a. No chewing gum or sunflower seeds or products that might stick or remain in the turf are allowed on this playing surface.

26. Awards

League standings will be determined per age group at the end of all regular season games. In the event of unequal games played, SCPR staff will determine final standings. The award ceremony will be held the first Wednesday of August at the Pony Express Field, 6:30 p.m. and we request that all teams be present or at least have a representative present.

Instructional- Every participant receives a medal.

Minor- 1st & 2nd in each division. Medals to remaining players.

Pee Wee- 1st & 2nd in each division.

Gopher- 1st & 2nd in each division.

Pony- 1st & 2nd in each division.

GENERAL PLAYING RULES

1. Balls

a. During league games, each team (except for the Instructional League) will furnish one new and one used ball in condition satisfactory to the umpire and will alternate furnishing an equal number thereafter, if needed. If the balls are available after the game, they shall be returned to the teams equally.

b. League game Balls must meet the following minimum requirements:

Pony Express: "NFHS" rated or better.

Gopher, Pony : "Pony League" or ages 11-14.

Minor, Pee Wee: "Little League" or ages 7-10

Instructional: "RIF" (Reduced Injury Factor) Core #5 (SCPR provides six balls per team).

2. Bats

a. Metallic bats may be used in all leagues.

3. Crash Rule

a. If the defensive player has the ball or is about to receive the ball and the offensive player deliberately and with force crashes into the defensive player, the offensive player is out and the ball is dead. All other runners must return to the last base legally touched before the ball was declared dead.

b. If the crash is ruled to be flagrant, the offensive player will be ejected.

4. Courtesy Runner

a. At the coach's option, he/she may insert a courtesy runner (a non-lineup player, or last recorded out) for the catcher on base when the team has two outs.

5. Designated Hitter

a. Designated hitter rule does not apply.

6. Dugout Assignment

a. Home team will occupy the first base dugout for all games.

7. Forfeited Ballgames

a. A game shall be forfeited to the opposing team when a team is unable or refuses to place 8 players on the field, an automatic out will be assessed in any portion of the lineup.

b. In the event of a forfeiture prior to the start of a game, the opposing managers will determine if they desire to play a practice game. The umpires scheduled to work are not obligated to stay and work any practice game. If another scheduled game is to be played on the same field, the teams will vacate the field at least 15 minutes prior to the starting time of the next game. League rules still apply.

c. Any game in which an ineligible player has played will be forfeited by a score of 9 to 0.

8. Game Administration

a. The current rules of American League Baseball will prevail with exceptions as noted in the individual league rules.

b. All games will be run by the umpires only.

9. Game Time

- a. Game starting times will be 6:15pm and 8:15pm unless otherwise noted.
- b. Games will be played in their entirety, regardless of starting time. Tied games will be played out prior to the next game being allowed to begin.
- c. The umpire determines game time. For games running late, time begins immediately after the first pitch.

10. Inclement Weather

- a. In the case of inclement weather, the games on all diamonds shall be suspended until the approval to continue is given by the umpire along with a Board Member, umpire-in-chief (UIC), and/or site supervisor. In the case of suspended games, players should not leave the SCABA complex until their game is officially called or postponed.
- b. If a game is suspended due to inclement weather (rain, lightning, tornado, etc.) prior to its completion as an official game, the game shall be resumed from the exact point of the suspension in the original game. The completion of the suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of the suspension, subject to the rules governing substitution. A player who had not been in the game prior to the suspension may replace any player. No player removed before the suspension may be returned to the lineup. A player not present when the game was suspended may be substituted, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended.

11. Individuals Allowed Outside Dugouts

- a. During live-ball situations, only defensive players, base runners, the batter, the on-deck batter who must remain in the designated on deck area and base coaches will be allowed outside the dugout. Offensive coaches are not allowed to sit or stand outside the dugout. Pitchers and extra hitters may be taken to the bullpen area to be warmed up by an additional coach. All others must stay inside the dugout. This applies to coaches giving signs to players on the field.

12. Pre-game Warm-up

- a. The visiting team will be allowed to take their infield warm-up after 5:50pm but must give up the field by 6:00pm. The home team will be allowed to take their infield warm-up at 6:01pm and must complete the infield by 6:10pm.
- b. Home team must be prepared to begin the first game of the day at its scheduled time.
- c. The umpires will be available, prior to the start of the first game of the day, in order to help teams comply with the pre-game warm-up schedule.
- d. When games run over the time limit each team of the following game will be allowed 7 minutes for infield warm-up after the field has been cleared on the preceding game.

13. Protective Equipment

- a. Throat protectors are required on all catchers' masks, unless it's a one-piece "hockey style" mask.
- b. All batters will wear batting helmets with ear covers while at bat, on deck, and on bases. No "running helmets" will be allowed.
- c. All catchers must wear a cup-type athletic supporter and protective headgear (helmets). Managers should encourage all players to wear athletic supporters, when engaged in any baseball activities. Any player warming up a pitcher in the crouched catcher's position will wear a catcher's mask with a throat protector. This includes the bullpen as well as the home plate area. Coaches and other team assistants are encouraged to do the same.

14. Protests

- a. All protests regarding a rule interpretation shall be considered only if the protest is made to the game umpires at the time of the rule infraction. Judgment calls are not protestable.
- b. Both scorebooks will be marked by the game umpires at the time of the rule infraction.

- c. The protesting manager will submit a written protest stating rules involved by number along with a \$50.00 fee to a member of SCPR Staff within 24 hours of game completion.
- d. SCPR Staff will decide along with the President, League Representative which decision shall be final through a written report.
- e. If the protest is upheld, the protest fee will be returned.

15. Line-up and Re-Entry Rule

Team lineups may consist of 3 different options:

- a. Nine (9) player lineup with no DH.
- b. Ten (10) player lineup including an EH.
- c. Roster Batting (Which then allows for free substitution.)

Managers must declare to the umpire which option they will use prior to the start of the game and may not change during the course of the game.

For options a and b above the following re-entry rules apply:

- d. Any player, after being removed from the game, may re-enter provided both of the following conditions are met:
 - I. The individual league rules have been met.
 - II. He re-enters in his original position in the batting order.
- e. A violation of the re-entry rule is a correctable offense and cannot be appealed. In order to be corrected, the violation must be reported to the umpire, who will determine the action necessary, if any is appropriate; to correct the violation at the point in the game it was detected and reported. The game will resume at the point at which the violation was reported to the umpire. No portion of the game is to be replayed.
- f. In case of player injury requiring attention and removal from game and no other substitutes are available, rule 15(d) does not apply.

16. Scorekeeping

- a. The home team shall be considered the official scorebook and it is the responsibility of both teams to verify scorebooks at the end of each half-inning.
- b. All scorekeepers' must sit in the designated area for keeping score. Any grievance must be made before play resumes.
- c. Visiting team or SCPR staff will run the scoreboard.
- d. The site supervisor is responsible for turning off the field lights.
- e. The home team scorekeeper will make note of the actual starting time in coordination with the home plate umpire.

PLAYER RULES

1. Player Eligibility

- a. A birth certificate or Photostat copy of same, from the Bureau of Vital Statistics of the city, county, or state in which born, must identify all players participating in SCABA annually. Where compliance with the foregoing can be shown to be impossible, eligibility shall be determined at the discretion of the SCABA Board of Directors.
- b. Age as of May 1st will determine the age of all participants and the league in which they will play.

2. Player Contracts

- a. Contracts will be used for intra-league play, thereby governing the players through each league affiliated under this association.

b. Players cannot participate until a signed copy of the player contract complete with Code of Conduct and a photocopy of his birth certificate are given to a SCABA Board of Director for verification. After verification, birth certificate will be given back to the manager. The manager must have birth certificate in his possession at all league games. The player contract will be kept by the division representative.

c. Contracts will be valid during the current season only.

d. No contracts are to be signed prior to January 1.

e. Player contracts for all leagues except the Instructional League are due to the league representative by February 20.

f. Player contracts are due to the Instructional League representative by April 15.

g. After June 15, Player Contracts will not be accepted without the approval of the SCABA Board of Directors.

3. Player's Fees:

a. See Admin Rule #20.

4. Multi-League Participation

a. SCABA players will be allowed to play in multiple leagues with approval of his manager and written documentation to the League Representative (preferably email, but written documentation is OK). Penalty for not providing documentation to your league representative: all games in which the player(s) participated in are forfeited.

INSTRUCTIONAL LEAGUE RULES

1. Player Eligibility

a. Only players born on or after May 1, 2003 and on or before April 30, 2005 are eligible to play in this league.

b. Only players present before the first pitch of the second inning are eligible to play in that game. Players arriving after the first pitch of the second inning are considered late and may participate but are not subject to Instructional League Rule 3.

2. Game Administration

a. Base length shall be 50'.

b. Infield fly rule does not apply.

c. The defensive team shall be allowed to have 2 coaches on the field with their team. One shall be positioned behind shortstop, and one between first and second, behind the infielders. The purpose of this is to allow coaches to position their players and assist them in learning the fundamentals of baseball.

d. Catcher must remain in position with mask on, behind the batter when ball is being hit off the tee.

e. Teams will utilize 10 players with 4 outfielders.

f. No scores are to be recorded or exchanged.

3. Player Participation

a. Each player present must play at least 2 complete innings in the field on defense.

4. Game Length

a. A complete game will consist of 3 complete innings or a 1 hour and 15 minute time limit. The beginning of the next inning shall be at the immediate end of the previous inning.

5. Batting

a. The ball will be hit off the tee after 3 strikes or after 4 balls rather than grant a walk. A batter will be allowed 2 swings from the tee. Bunting off the tee is not allowed.

Penalty: Batter is out.

b. A team on offense shall have all team members bat once per inning. Outs are not counted.

c. A consecutive batting order shall be used. Batting lineup must be rotated each game in fairness to players. Any players late in arriving shall be inserted in the last position in the batting order. Batting order may not be changed once the game starts, except in case of injury.

d. A ball hit off the tee must travel 10', or more, to be counted as fair. Any ball stopped before crossing the circle is considered a foul ball and is counted as 1 swing.

e. Batter must be inside the batter's box when hitting off the tee.

6. Pitching

a. A manager or coach will pitch to his team when they bat, from a distance at or near 30'.

b. The manager is cautioned to protect the pitcher (player) if he happens to locate himself at a position in the same area.

c. The pitcher (player) will stand on a line at 35' when the ball is pitched or hit off the hitting tee.

7. Base Running

a. A runner cannot steal and nor leave the base until the ball is hit. Penalty: Runner is sent back.

b. The last batter in an inning as well as the runners on base during the last batter's attempt should advance no further than they would be expected to in a normal game situation. The practice of running every batter all the way home does not teach the fundamentals of baseball and should be discouraged. The players should be taught to treat the batter like the last out and the umpire shall halt action and cause teams to exchange positions in the field and at bat at such time as action would normally stop in a regular baseball game.

8. Equipment

a. Steel cleats are not permitted in this league

b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup).

c. SCPR will provide 6 "RIF" (Reduced Injury Factor) Core #5 for use in games.

9. Uniforms

a. SCPR will provide a t-shirt and cap to each player. Players must wear long pants (i.e. long jeans, sweat pants, or uniform pants).

b. Each team will have a designated color for their shirts and caps, which the league will provide. However, provided shirts will not have a player name or number on back.

c. Players will not be allowed to participate in shorts or cutoffs.

10. Player Discipline

a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home

plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

MINOR LEAGUE 7U RULES **New in 2009!

1. Player Eligibility

- a. Players age 7 and under, born on or after May 1, 2002 are eligible for this league.
- b. Only players present before the first pitch of the second inning are eligible to play in that game. Players arriving after the first pitch of the second inning are considered late and may participate but are not subject to Minor League Rule 3.

2. Game Administration

- a. Base length shall be 60'. Pitching distance will be 42'.
- b. Infield fly rule does not apply.
- c. Three outs or 6 runs constitute an inning. No more than six (6) runs may be scored per inning.
- d. The extra hitter (EH) rule and re-entry rule does not apply. Free substitutions for defensive players.

3. Player Participation

- a. Each player present must have at least 1 turn at bat and 1 inning in a defensive position. Penalty: Forfeiture of game.

4. Game Length

- a. A complete game will consist of 6 innings or a 1-hour and 30-minute time limit.
- b. The rules for 10 and 15 run leads do not apply in this division.
- c. Called games due to weather are official after 4 innings (3 1/2 if home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

5. Batting

- a. The batter receives 5 pitches to hit. If the batter fails to put the ball in play, the batter is out unless the batter fouls the 3rd pitch. The batter is not out on a foul ball unless it is caught.
- b. The batter is out on a dropped third strike.
- c. No intentional bunting is allowed. Penalty: Batter out. The league encourages swinging the bat.

6. Pitching **New in 2009!

- a. The front edge of the pitching machine shall be the pitchers rubber. One eight-foot straight line will be drawn parallel from the pitchers rubber. The player pitcher must stay behind this line until the ball is hit.
- b. The umpire will call a maximum of five pitches or three swinging strikes to each batter.
- c. A coach shall stand behind and off to either side of the catcher and count pitches. The umpire will make calls at home plate and watch base runners.
- d. The umpire will set the pitching machine speed between 30-40 mph. The pitching machine speed and elevation will be the same for each team. The umpire will operate the pitching machine.
- e. If a batted ball hits the pitching machine, the ball is dead and will be declared a no pitch.

- f. A thrown ball hitting the pitching machine is dead and all runners are entitled to the base to which they were advancing.
- g. When a defensive player is attempting a dangerous play near the pitching machine, the umpire may call a dead ball.
- h. There are no walks and a batter does not get to take first base if a pitched ball hits them.

7. Base Running

- a. A base runner may steal all bases except home. Base runners are not permitted to leave the base until the ball crosses home plate. A base runner leaving the base too soon will be called out.
- b. A runner on third may advance only on a batted ball.
- c. Umpires will call TIME after every play. TIME should be called as soon as play has ceased and runners are not obviously advancing.

8. Equipment

- a. Steel cleats are not allowed in this league.
- b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)
- c. Each team is required to provide balls per General Playing Rule #1.

9. Uniforms

- a. Uniforms will be t-shirts, caps, and baseball pants.
- b. Each team will have a designated uniform color chosen by the league.

10. Team Rosters

- a. All teams must carry a minimum of 12 players on their roster.

11. Official Line-up

- a. Teams will utilize 10 players with 4 outfielders who are not allowed to assume infield positions.
- b. A game will be forfeited if a team has less than 9 players on the field at one time. If only 9 players participate, the 10th position in the lineup will be passed on having no effect.

12. Player Discipline

- a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

13. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

MINOR LEAGUE 8U RULES

1. Player Eligibility

- a. Players age 8 and under, born on or after May 1, 2001 are eligible for this league.
- b. Only players present before the first pitch of the second inning are eligible to play in that game. Players arriving after the first pitch of the second inning are considered late and may participate but are not subject to Minor League Rule 3.

2. Game Administration

- a. Base length shall be 60'. Pitching distance will be 42'.
- b. Infield fly rule does not apply.
- c. Three outs or 6 runs constitute an inning. No more than six (6) runs may be scored per inning.
- d. The extra hitter (EH) rule and re-entry rule does not apply. Free substitutions for defensive players.

3. Player Participation

- a. Each player present must have at least 1 turn at bat and 1 inning in a defensive position. Penalty: Forfeiture of game.

4. Game Length

- a. A complete game will consist of 6 innings or a 1-hour and 30-minute time limit.
- b. The rules for 10 and 15 run leads do not apply in this division.
- c. Called games due to weather are official after 4 innings (3 1/2 if home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

5. Batting

- a. After the batter receives ball four, a coach will pitch three (3) balls from on or behind the pitching rubber. If the batter fails to put the ball in play, the batter is out (exception: foul ball).
- b. Batter is automatically out on strike three.
- c. No intentional bunting is allowed. Penalty: Batter out. The league encourages swinging the bat.

6. Pitching

- a. No player may pitch in more than 2 innings. One pitch in an inning constitutes a full inning for the purpose of this rule. Penalty: Forfeiture of game.
- b. Penalties for balks will not be enforced in this league.
- c. The pitcher (player) must stand on either side of the mound when the coach is pitching.

7. Base Running

- a. Minor League players may only advance to home on a batted ball.
- b. No base runner can steal bases when the coach is pitching.
- c. Base runners may not lead off until the ball has crossed home plate. After the ball passes home plate, base runners may advance at their own risk. If a base runner leads off before the ball passes home plate, the following rules apply:
 - I. If the base runner reaches the next base safely and the ball is not hit, he is returned to his original base.
 - II. If the base runner is tagged before reaching the next base, he is out.
 - III. If the batter hits the ball in play, the base runner is awarded one base farther than the batter.

d. A runner may not advance past the base to which he is stealing, unless the batter puts the ball in play.

8. Equipment

a. Steel cleats are not allowed in this league.

b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)

c. Each team is required to provide balls per General Playing Rule #1.

9. Uniforms

a. Uniforms will be t-shirts, caps, and baseball pants.

b. Each team will have a designated uniform color chosen by the league.

10. Team Rosters

a. All teams must carry a minimum of 12 players on their roster.

11. Official Line-up

a. Teams will utilize 10 players with 4 outfielders who are not allowed to assume infield positions.

b. A game will be forfeited if a team has less than 9 players on the field at one time. If only 9 players participate, the 10th position in the lineup will be passed on having no effect.

12. Player Discipline

a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

13. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

PEE WEE LEAGUE RULES

1. Player Eligibility

a. Players age 10 and under, born on or after May 1, 1999, are eligible for this league.

b. Only players present before the first pitch of the second inning are eligible to play in that game. Players arriving after the first pitch of the second inning are considered late and may participate but are not subject to Pee Wee League Rule 3.

2. Game Administration

a. Base length will be 65'. Pitching distance will be 46'.

b. 3 outs, or 7 runs, constitute an inning. No more than 7 runs may be scored in an inning except as a result of a home run

over the fence.

c. Any team ahead by 10 or more runs at the end of 5 innings (4 ½ innings if the home team is ahead) is the winner.

d. The 15 run rule does not apply in this league.

3. Player Participation

a. Each player present must have at least 1 turn at bat and 1 inning in a defensive position. Penalty: Forfeiture of game(s).

4. Game Length

a. A complete game will consist of 6 innings or a 1 hour 45 minute time limit.

b. Called games are official after 4 innings (3 1/2 innings if the home team is ahead). The beginning of the next inning shall be at the immediate end of the previous inning.

5. Batting

a. The batter is not automatically out on the 3rd strike.

6. Pitching

a. No player may pitch more than three (3) innings. 1 pitch in an inning constitutes a full inning for the purpose of this rule. Penalty: Forfeiture of game.

b. One (1) warning per pitcher, per game, will be given before penalties for balks are enforced.

7. Base Running

a. Players may steal home.

8. Equipment

a. Steel cleats are not permitted in this league.

b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)

c. Each team is required to provide balls per General Playing Rule #1.

9. Official Roster

a. There is no minimum of players to be listed on a roster.

10. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

11. Player Discipline

a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

GOPHER LEAGUE RULES

1. Player Eligibility

- a. Players age 12 and under, born on or after May 1, 1997, are eligible for this league.
- b. Only players present before the first pitch of the second inning are eligible to play in that game. Players arriving after the first pitch of the second inning are considered late and may participate but are not subject to Gopher League Rule 3

2. Game Administration

- a. Base length will be 70'. Pitching distance will be 50'.
- b. Any team ahead by 15 or more runs at the end of three (3) innings (2 1/2 if the home team is ahead), or any inning thereafter, is the winner. Any team ahead by 10 or more runs at the end of 5 innings (4 ½ innings if the home team is ahead) is the winner.

3. Player Participation

- a. Each player present must have at least 1 turn at bat, or one inning in a defensive position.
Penalty: Forfeiture of game(s).

4. Game Length

- a. A complete game will consist of 6 innings or a 1 hour 45 minute time limit. Called games are official after 4 innings (3 ½ if home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

5. Pitching

- a. One (1) warning per pitcher per game will be given before penalties for balks are enforced

6. Equipment

- a. Steel cleats are not permitted in this League.
- b. Each team is responsible for providing their own catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)
- c. Each team is required to provide balls per General Playing Rule #1.

7. Official Roster

- a. All teams must carry a minimum of 11 players on their roster.

8. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

9. Player Discipline

- a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

PONY LEAGUE RULES

1. Player Eligibility

a. Players age 14 and under, born on or after May 1, 1995, are eligible for this league.

2. Game Administration

a. Base length will be 80'. Pitching distance will be 54'.

b. Any team ahead by 15 or more runs at the end of three (3) innings (2 1/2 if the home team is ahead), or any inning thereafter, is the winner. Any team ahead by 10 or more runs at the end of 5 innings (4 1/2 innings if the home team is ahead), or any inning thereafter, is the winner.

3. Game Length

a. A complete game will consist of 7 innings or a 2-hour time limit. Called games are official after 4 innings (3 1/2 if home team is ahead). The beginning of the next inning will be at the immediate end of the previous inning.

4. Equipment

a. Steel cleats are permitted in this League.

b. Each team is responsible for providing catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)

c. Each team is required to provide balls per General Playing Rule #1.

5. Official Roster

a. All teams must carry a minimum of 11 players on their roster.

6. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

7. Player Discipline

a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

PONY EXPRESS RULES

1. Player Eligibility

a. Players age 18 and under, born on or after May 1, 1991 are eligible for this league.

2. Game Administration

a. Any team ahead by 15 or more runs at the end of three (3) innings (2 1/2 if the home team is ahead), or any inning thereafter, is the winner. Any team ahead by 10 or more runs at the end of 5 innings (4 1/2 innings if the home team is ahead), or any inning thereafter, shall be the winner.

3. Game Length

a. A complete game will consist of 7 innings and no time limit. Called games are official after 4 innings (3 ½ if home team is ahead).

4. Equipment

a. Steel cleats are permitted in this League.

b. Each team is responsible for providing catching equipment (mask with throat protector, chest protector, shin guards, and protective cup)

c. Each team is required to provide balls per General Playing Rule #1.

5. Official Roster

All teams must carry a minimum of 11 players on their roster.

6. Official Line-up

See General Playing Rule 15 for different line-up and batting order options.

After the game has started, a team may revert to a smaller lineup only in the case of an injury to one of its players, and then only if an eligible substitute is not available. (Note that the re-substitution rules are not enforceable in the case of an injury - see General Playing Rule 15). The batting position of the injured player is eliminated at the time of the injury and the lineup reverts to a smaller batting order. All such changes must be immediately reported to the umpire and official scorekeeper.

7. Player Discipline

a. A player may be benched for disciplinary reasons. At the time such action is taken, it will be communicated to the home plate umpire, the opposing team, and within 24 hours a letter of explanation must be sent to the league rep and the player's parents.

INSURANCE

Player Insurance

SCABA carries player insurance on all players listed on the team official rosters registered in our league. This insurance covers the identified participants during scheduled and supervised games, practice sessions, and travel in a group as a member of an insured team. This policy is in effect so long as the league representatives get deposits collected and turned into SCPR from all teams.

In the event a player is injured while so participating, claim forms may be obtained from the website or by contacting your league representative. The site supervisor may also be contacted for forms or information. Be sure to obtain the proper signatures prior to submitting the claim to the insurance company.

This insurance is secondary to any other insurance coverage. Please contact the Association President if you have any questions regarding this coverage.

Copies of the insurance certificate may be obtained from your league representative if one is needed to participate in certain invitational tournaments or to use outside facilities for practice.

Pre-Season, Mid-Season and Post Season Tournaments

Teams are responsible for obtaining insurance for any pre, mid or post-season tournament where SCABA insurance does not meet their minimum requirements. SCABA Board-of-Directors, each year, reviews costs associated with providing insurance coverage for the complex as well as the players and coaches and makes decisions that are in the best interest of all teams.

RAINOUTS

In the event your game has been given the “umpire’s discretion” status, you must show up assuming your game will be played. The decision will be made prior to the start of the game whether the fields will be playable. There may be times where the start time of your game may be delayed for a short time if the fields can be made playable. There may be times where they have to rainout the first game of the evening and are able to get the fields playable for the late game. We request your patience at these times.

CANCELLATIONS

Any teams not able to make the designated game schedule must contact SCPR four (4) days prior in order for us to consider rescheduling the game. Decisions will be determined on individual situations by SCPR Staff. If no notice is given, a forfeit will result along with a penalty fee of \$25.

Shawnee County Parks and Recreation Athletics
 300 NE 43rd Street
 Topeka, KS 66617
 785-286-3358
 Fax 785-246-0804
 Hotline 785-291-4938
www.snco.us

April 2009

S	M	T	W	TH	F	SA
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

May 2009

S	M	T	W	TH	F	SA
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3	4	5	6	7	8	9
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17	18	19	20	21	22	23
24	25	26	27	28	29	30
						31

June 2009

S	M	T	W	TH	F	SA
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

July 2009

S	M	T	W	TH	F	SA
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
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26	27	28	29	30	31	