

General Rules

- 1. The official start time will be recorded by Official Scorekeeper for each game as provided by the home plate umpire. No new inning may be started after 1 hour and 45 minutes **UNLESS** the score is tied. In the event of a tie, each game will be allowed to continue past the established time limit for **NO MORE THAN 30 MINUTES** (2 hour 15 minute maximum time limit). At the end of the additional 30-minute time limit, the game will be discontinued **REGARDLESS** if the game is tied or if the home team still needs to bat. At the end of the time limit, the score will revert back to what it was at the end of the last completed inning. If the game is still tied at that point, each team will be awarded a ½ game win & a ½ game loss in the standings. These games will not be resumed.
- 2. Once a pitcher takes the mound between innings or when a pitcher relieves another pitcher during an inning, he/she is allowed to have 5 preparatory pitches that shall not consume more than **one minute of time**. Both teams are expected to be ready to begin play at the completion of the one-minute period. Umpires will be enforcing this rule in order to keep games moving along and on time in order for both teams to play the maximum number of innings allowed.
- 3. 9 players will play in the field.
- 4. All players will bat through the lineup (Bat all 11).
- 5. Stealing is allowed Leadoffs are permitted from all bases. All bases are live in regard to stealing including 3rd to home. There is no dead ball rule in regard to a thrown ball by catcher to the pitcher.
- 6. No stealing allowed when team is leading by 10 or more runs.
- 7. All players must play a minimum of 2 innings in the field.
- 8. If a player has not played the minimum of 2 innings in the field for a specific game, that player will start the next game and play a minimum of 4 innings.
- 9. 10 run mercy rule in effect after 4 innings, 15 run mercy rule in effect after 3 innings.

Pitching Rules

10. Pitchers are limited to 6 innings per calendar week. (Mon-Sun) during regular season play. Tournament play is determined by pitch count only.

PITCHING REST REQUIREMENTS				
AGE	DAILY MAX (PITCHES IN	REST PERIOD		
	GAME/DAY)	0 Days	1 Day	2 Days
Major	85	1-40	41-65	66+

- 11. Pitchers may not pitch more than 85 pitches in one game. When the pitcher reaches 85 pitches, he can finish the batter and a pitching change must be made.
- 12. One pitch constitutes an inning. (Warm-ups do not count)
- 13. If a pitcher is removed from a game and either stays in the game or is removed from the game they may not re-enter as the pitcher during that same game.
- 14. One visit to the mound is allowed per inning. 2nd visit to the mound in the same inning Pitcher must be removed as pitcher.

Other Rules and Information

- 15. End of season standings (Tournament Seeding) is based on overall record. In the event of ties seeding will be based on the following:
 - Overall record
 - Head to head competition
 - Least Runs Allowed
 - Coin Toss
- 16. Rainouts will be scheduled in sequential order. Games will be scheduled on the next available date.
- 17. Rainouts will be determined at the time of the game in some cases. ALWAYS show up at the park if you have any doubts. You may be able to play.
- 18. All coaches must wear the SCYB approved "RED" coaches' shirt or pullover. (No exceptions)
- 19. No smoking or smokeless tobacco is allowed on the field around players.
- 20. Any player colliding with the catcher intentionally will be ejected from the game. (Umpires judgment call)
- 21. You can start a game and finish with 8 players.

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- 22. If a player is put in the starting lineup and doesn't show up for the start of the game, when that player's at bat comes up in the lineup it will be an automatic out. If the player is removed from the lineup prior to the start of the game or 1st pitch that position in the lineup will not be considered an out.
- 23. Any member of the SCYB Executive Committee or an umpire has the power to eject a coach from a game due to violation of the Scott County Parks and Recreation Physical/Verbal Abuse Policy. Any head or assistant coach who is ejected from a game will be automatically suspended for one (1) game, with a possible appeal, if requested. Any coach ejected from a game may face additional discipline up to and including dismissal from the league by the SCYB Executive Committee.