

SCBA MAJORS
BASEBALL RULEBOOK
2010 Edition

Rule 1... Players, Field and Equipment

1. **POSITIONS OF PLAYERS**.... See General Rules.
2. **THE FIELD**.... Pitchers mound to home plate- 54ft, Basepaths-80ft
3. **BATS, BALLS, & GLOVES**....The difference between the length and weight of the bat may be no more than -8. A regulation ball will be used.
4. **UNIFORMS**.... See General Rules.
5. **PLAYER EQUIPMENT**.... See General Rules.

Rule 2... Playing Terms and Definitions

1. **ABBREVIATIONS**... See General Rules.
2. **AWARDED BASES**... See General Rules.
3. **BALK**..... See General Rules.
4. **CONFERENCES**.... See General Rules.
5. **ILLEGAL PITCH**.... See General Rules.
6. **STRIKE ZONE**..... See General Rules.
7. **INFIELD FLY**.... See General Rules. Rule will be enforced.

Rule 3.... Substituting-Coaching-Bench and Field Conduct-Charged Conferences

1. **SUBSTITUTING**....Free substitutions. No player may sit the bench twice before each player has sat once. No player may sit two innings in a row.
 1. The pitcher is not subject to this rule, but if the player who needs to sit is pitching, that players must sit for 3 consecutive outs immediately following their removal from the pitchers position.
 2. No player may play the same position for more than 3 consecutive innings, and a maximum 4 innings in one game. This rule does not apply to the pitchers position.
2. **BENCH AND FIELD CONDUCT**..... See General Rules.
3. **CHARGED CONFERENCES**... See General Rules.

Rule 4.... Starting and Ending a Game

1. **STARTING A GAME**.... See General Rules.
2. **ENDING A REGULATION GAME**.... See General Rules.
3. **TIME LIMITS**..... See General Rules.
4. **CALLED GAME**.... See General Rules.
5. **FORFEITED GAME**.... See General Rules.
6. **PROTESTED GAME**.... See General Rules.

Rule 5.... Dead Ball – Suspension of Play

1. **DEAD BALL**.... See General Rules.
2. **SUSPENSION OF PLAY**.... See General Rules.

Rule 6.... Pitching

1. **PITCHING LIMITATIONS....** Pitchers are governed by pitch counts, not innings pitched. Scorekeepers shall keep the pitch counts and should confirm pitch counts between each inning. Home team has the official pitch count. A pitcher in this division has a pitch limit of **(55)** fifty five pitches. If a pitcher reaches their pitch limit in the middle of an at bat, the pitcher may complete the at bat and be removed once the current at bat is over. Rest requirements are as follows....

0-15 pitches: No rest requirements

16-25 pitches: 1 calendar day of rest is required

26-40 pitches: 2 calendar days of rest is required

41-55 pitches: 3 calendar days of rest is required

2. **INFRACTIONS BY A PITCHER....** See General Rules. Each pitcher will receive **(1)** balk warning.

1. "Breaking Balls" are prohibited at this level. This includes but is not limited to curveballs, screwballs, and sliders.

1a. PENALTY: If, in the umpires judgment, a pitcher has attempted to throw a breaking ball, the umpire will signal for a delayed dead ball, but will call the play out until all playing action has stopped, at this point the penalty shall be carried out.

1b. FIRST OFFENSE: The umpire shall give one warning to the pitcher for throwing a breaking ball. The umpire will give the head coach of the team on offense two options, the coach may either add (1) ball to the count or; the head coach of the team on offense may also elect to take the result of the play. The coach will have the option of which they would like.

1c. SECOND OFFENSE: The umpire shall remove the pitcher from the pitchers position and require a new pitcher be put in the game. The pitcher who was removed will have no re-entry eligibility. The umpire shall give the head coach of the team on offense two options, the coach may either take the batter automatically getting first base or; the head coach may also choose to take the outcome of the play.

Rule 7.... Batting

1. **POSITION AND BATTING ORDER....** See General Rules.

2. **BATTING INFRACTIONS- A BATTER SHALL NOT....** See General Rules.

3. **BATTER IS OUT....** See General Rules.

Rule 8.... Base Running

1. **WHEN A BATTER BECOMES A RUNNER....** See General Rules.

2. **TOUCHING, OCCUPYING AND RETURNING TO A BASE...** See General Rules.

3. **BASE RUNNING AWARDS....** See General Rules.

4. **BATTER-RUNNER IS OUT....** See General Rules.

5. **ANY RUNNER IS OUT....** See General Rules.

Rule 9.... Scoring – Record Keeping

1. **HOW A TEAM SCORES....** See general Rules.

2. **RUN RULE....** See General Rules.