

# Southeast Denver Baseball and Softball League

## 2023 BASEBALL RULES

We're a hit at:  
[www.sedenverbaseball.com](http://www.sedenverbaseball.com)

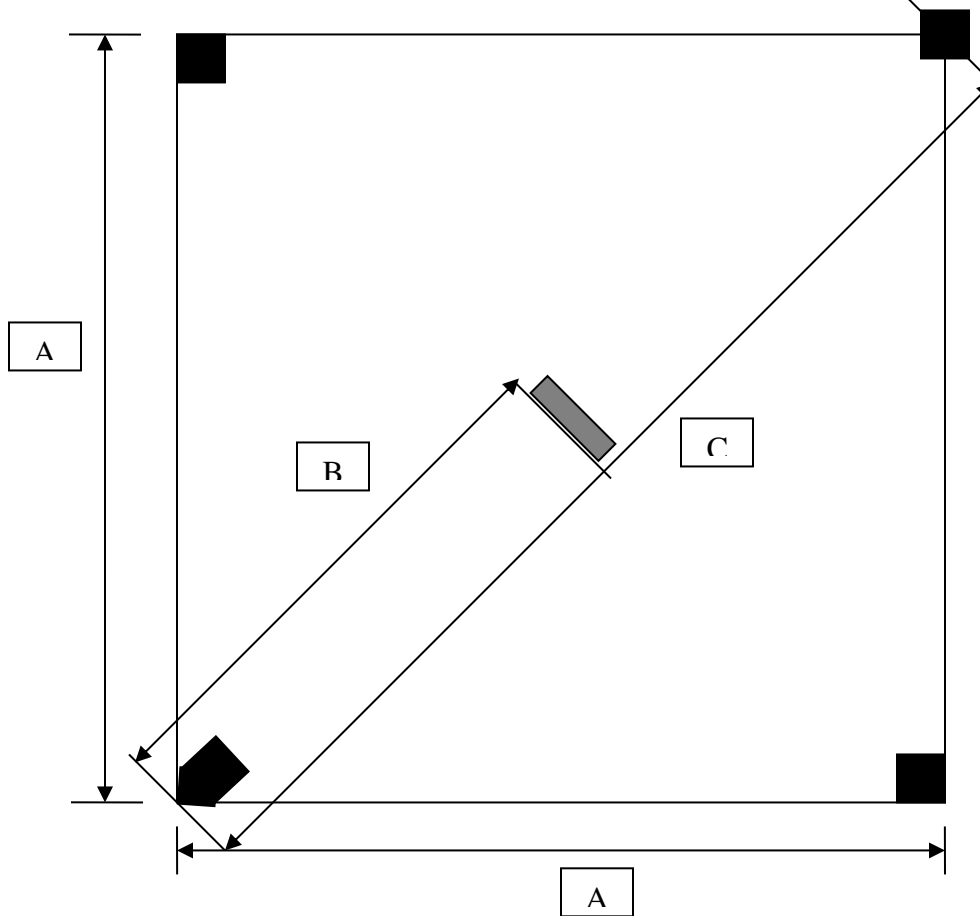
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Baseball Registrar	Gregg Palmer
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Instructional (8) League Director	Ricardo Martinez
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Rookie (10) League Director	Tom Nevin
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# SEDBL Baseball/Softball Field Dimensions



Division:	A	B	C
Softball:			
9/10	60 ft.	35 ft	70 ft. 9 in
11/12	60 ft	43 ft	84 ft 10 in
13-16	60 ft	43 ft	84 ft 10 in
Baseball:			
5/6 Coach Pitch	40 ft	32 ft	56 ft. 6 in.
7/8 Instructional	60 ft	46 ft	84 ft. 10 in.
9/10 Rookie	60 ft.	46 ft	84 ft. 10 in.
11/12 Cal Ripken	70 ft.	50 ft	99 ft. 0 in.
13-15 Seniors	80 ft	56 ft	

## SOUTHEAST DENVER BASEBALL LEAGUE

### Sportsmanship policy

Proper sportsmanship by players, coaches, parents and fans is an important part of our league as well as that expected by the national organization of which we are affiliated: Little League Inc. Coaches have the responsibility for the conduct and behavior of themselves, their players and their parents and fans.

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

Our league has adopted the following policy regarding violations to this code:

1. Ejection Policy: if an umpire or league official ejects a person from a game for any reason, the following will apply:

#### A. Player

*First offense*: the player shall be suspended for the remaining portion of the game ejected in, plus the next game his/her team plays. To be credited with serving his/her full suspension, the player must be present at the game suspended in and be in full uniform in the dugout with his/her teammates

*Second offense*: the player shall be suspended for the remainder of the season.

#### B. Spectator

*First offense*: the person shall be required to retreat to the parking lot or beyond for the remaining portion of the game ejected in, plus will not be allowed to attend the next game of the team that person was supporting or the next game of the team that person was harassing.

*Second offense*: the person shall not be allowed to attend any game for the remainder of the season.

#### C. Coaches

*First offense*: the coach will not be allowed to coach his/her team for the remaining portion of the game ejected in and must leave the playing field.

*Second offense*: the coach will not be allowed to coach his/her team for the remaining portion of the game ejected in and must leave the playing field, plus he/she will not be allowed to coach in the next game his/her team participates.

*Third offense*: the coach will not be allowed to coach for the remainder of the season.

Ejections are subject to appeal to the league directors as to their merit. An appeal may be made to the appeal committee, consisting of the appropriate league director(s) and the league's umpire in chief. A final appeal may be made to the Board. To encourage proper appeals and discourage frivolous appeals the following monetary (cash) amounts are required for the review process. If the appeal is upheld, the League retains the money; if the appeal is reversed, then the money is returned to the individual.

First Appeal:	\$20.00
Second Appeal:	\$40.00
Final Appeal:	\$60.00

Judgment calls by the umpires cannot be appealed.

Revised format: 4-14-21

# Game Delay/ Forfeiture

The following situations will result in the immediate forfeiture of game for the team found in violation:

1. Teams will be given a 15 minute grace period from the game's scheduled start time to field a minimum of 8 players. After the grace period has passed if the team is still short of players they will forfeit the game. Teams can play a non-official scrimmage with less than 8 players if necessary by sharing players. Umpires will be asked to stay and umpire that game as a per schedule.
2. Any violation of the pitching limits and/or pitching rest requirements will result in the immediate forfeiture of game for the team in violation of the rule.
3. If a player re-enters as a pitcher after being removed from the mound once in a game (excluding the 13 Prep. And Senior leagues) will result in immediate forfeiture of game for the team in violation of the rule.

## Rule Violation Consequences

Other rule violations may result in game forfeiture for the first violation. Second and subsequent violations may result in ejection or suspension of players(s), coach(es), and spectator(s) and/or game forfeiture based on the league's supplemental rules and Southeast Denver Baseball policy.

## League Rules Summary Sheets

Rule	5/6 Coach Pitch	7 Coach Pitch	8 Machine Pitch	9 Rookie	9 Tourn	10 Rookie	10 Tourn	11/12	11/12 Tourn and 13-15 Div	Comments
Complete Game – Inning Time Limit (HH:MM)	5 1:30	6 1:45	6 1:45	6 2:00	6 2:00	6 2:00	6 2:00	7 2:00	7 2:00	If last out is made prior to time expiring – a new inning can be started.
Ten Run Rule – Inning	Per inning	Per inning	Per inning	Per inning for first 3 innings.	Per inning for first 3 innings.	Per inning for first 3 innings.	N/A	N/A	N/A	
Ten Run Rule – ending game	N/A	N/A	N/A	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 4 ½ innings, or Visitors lead after 5 innings	Home team leads after 4 ½ innings, or Visitors lead after 5 innings	
Innings needed for complete game if called for weather or darkness	After 2 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 3 ½ innings, or Visitors lead after 4 innings	Home team leads after 4 ½ innings, or Visitors lead after 5 innings	Home team leads after 4 ½ innings, or Visitors lead after 5 innings	If game is not considered complete then it is suspended, and play resumes where it was left off. Home team scorebook will be official book to resume play from.
Player playing time for regulation game (Outs per game)	N/A	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	6 defensive outs by completion of the first 4 innings	Applies to every player present at the start of game. See supplemental rules for infield play for 7/8, Rookie 9 and 10 divisions.
Type of ball used	SAFE-T ball	RIF ball	Hardball	Hardball	Hardball	Hardball	Hardball	Hardball	Hardball	
Players allowed in the field	12 (max. 6 infielders)	10 (max. 6 infielders)	10 (max. 6 infielders)	9	9	9	9	9	9	
Minimum no. of players-official game	8	8	8	8	8	8	8	8	8	
Out recorded if short a player	N/A	No	No	No	No	No	No	No	No	
Out recorded for players leaving game	No	No	No	No	No	No	No	No	No	
Leading off/Stealing	N/A	No	No	After ball crosses home plate	Yes	After ball crosses home plate	Yes	Yes	Yes	
Steal home on pass ball	No	No	No	No	Yes	Yes	Yes	Yes	Yes	

Rule	5/6 Coach Pitch	7 Coach Pitch	8 Machine Pitch	9 Rookie	9 Tourn	10 Rookie	10 Tourn	11/12	11/12 Tourn and 13-15 Div	Comments
<b>Bat Regulations</b>	<b>Max Barrel 2 5/8" and meet USA Baseball Bat Standard (USABat). Wood bats are allowed. See below for additional details</b>									<b>USA Baseball logo required</b>
Batting	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	Bat through lineup	
Pitchers removed from game...Can they pitch in a later inning?	N/A	N/A	N/A	Removed from the mound player is done pitching	Removed from the mound player is done pitching	Removed from the mound player is done pitching	Removed from the mound player is done pitching	Removed from the mound player is done pitching	Removed from the mound player is done pitching	League tournament rules differ from regular season rules. Check with your league director for differences prior to end of season tournament.
Pitching Count Limits and Rest Requirements	N/A	See Below for Age Group and Pitch Count limits and rest requirements								Pitching rules apply even if make up games are added into a week.
Coaches disclose pitching availability	N/A	N/A	N/A	Yes if asked	Yes if asked	Yes if asked	Yes if asked	Yes if asked	Yes if asked	
Runner advance on dropped 3 <sup>rd</sup> strike	N/A	N/A	N/A	No	<b>Yes</b>	<b>No</b>	Yes	Yes	Yes	
Infield fly rule applied	N/A	N/A	N/A	Yes	Yes	Yes	Yes	Yes	Yes	
Sliding	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	Umpire call, but encouraged on close plays	
Taunting batters (chatter)	No	No	No	No	No	No	No	No	No	
Max. Meeting times per week	2	3	3	N/A	N/A	N/A	N/A	N/A	N/A	
League record tie breaking rules		Consistent set for all leagues: 1. Overall Record/Winning % 2. Head to Head 3. Least runs against 4. Run Differential (10 runs maximum) (Repeat as needed)								
End of Season Tournament Format	N/A	Single elimination	Single elimination	Single elimination	TBD	TBD	TBD	TBD	TBD	
Bat Standards	Team USA	Team USA	Team USA	Team USA	Team USA	Team USA	Open	Team USA	Open	
	<b>* No Batting practice may be taken on fields prior to game. Coaches should use outfield area or batting cage.</b>									
	<b>* No Alcohol or Tobacco products are permitted on or near ball fields.</b>									
	<b>* Coaches are responsible at all times for maintaining control of their spectators.</b>									
	<b>* Profanity and/or abusive language is not permitted.</b>									



AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
7-8	50	1-20	21-35	36-50	N/A	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A
13-15	95	1-20	21-35	36-50	51-65	66+	N/A

# Supplemental Rules

## Coach Pitch (ages 5-6)

1. The ball will be pitched overhand 5 times by offensive coach, after which the player will hit off the tee. There are no strikeouts or walks. The offensive coach may adjust the tee, which is placed over home plate, to the batter's height. He must remove the tee when a runner is approaching home plate.
2. Ball must travel 5 feet to be "in play". Ball is "dead" when:
  - a. The ball leaves the field of play.
  - b. The ball is received by the pitcher.
3. Base running:
  - a. No leading off.
  - b. No advance on overthrow.
  - c. Runner is required to leave the field of play on a "put out".
4. Each inning consists of a full rotation of rosters. Each team will "hit through the lineup" during each at bat.
5. Pinch hitting is not allowed. Pinch running is allowed only in the event of injury to the runner.
6. Umpires:
  - a. Home plate: Offensive coach positioned at home plate will make the calls and may also assist the batters.
  - b. Field umpire: Defensive coach positioned behind pitcher will make calls and may also coach from that position. An additional defensive coach can be present on the field of play.
7. Free substitution is allowed. Players are required to play as much as possible, occupying the bench no more than one inning at a time.
8. Proper uniforms (shoes, baseball pants or shorts, SEDBSL Jersey and hat) are recommended. Catching equipment must be worn behind the plate. Batting helmets must be worn at the plate and while running bases.
9. Scores will not be kept and no standings will be published in an effort to de-emphasize importance of winning.

# Supplemental Rules

## Instructional (ages 7-8)

### GENERAL LEAGUE RULES

1. The emphasis of the Instructional Division is on instruction and introduction to competition. This is accomplished through practices and game conditions.
2. Game scores are kept for all league and tournament games.
3. Standings are kept for the regular season and tournament schedules.
4. Teams may meet for games or practice a maximum of three times per week, including weekends. Exceptions may result due to rescheduling of games.

### PLAYER DEVELOPMENT

1. Each player will play a minimum of six defensive outs in the first four innings.
2. In order to instruct players in all facets of the game, each player will play at least two innings in an infield position. Infield positions are defined in 3a below. A player may only play Catcher once during a given game. Each coach will be responsible for making certain that the rule is followed with respect to his/her particular team.

### GAME RULES

1. See General Game Delay and Forfeiture rules. In the event a game has begun with eight players, the opponent shall provide a catcher who will not be responsible for defensive plays.
2. Regulation games consist of six full innings OR one hour, forty-five minutes, whichever comes first. The head umpire will note the start time.
  - a. In the event of a tied score at the end of a regulation game, play continues until one team has scored more runs after a full inning of play.
  - b. In the event of suspended play due to rain, lightning or darkness, the game will be called by the head umpire and considered a regulation game after 4 full innings, or 3  $\frac{1}{2}$  if the home team is leading. Suspended games will resume at the point in the game that it was suspended.
  - c. There is no game ending 10 run rule.
3. Defensive player positions:
  - a. Ten players are allowed in the field as follows.
  - b. Infield: Six players are allowed in the infield positions (fielding pitcher, catcher, short stop, first, second and third base). The fielding pitcher must be within six feet of the adult pitcher, but not in front. A player may only play Catcher once during a giving game
  - c. Outfield: Four players are allowed in outfield positions (left, left-center, right-center, and right).
4. Pitching:
  - a. Coach Pitch (7 Year Old Division)
    - i. Only an adult coach may pitch to his/her own players. **All coaches must be standing to pitch.**
    - ii. All pitches must be delivered overhand from 46 feet. 7 year old coaches can pitch from 40 feet until June 1<sup>st</sup>, after that all coaches must pitch from 46 feet.

- iii. The designated pitcher will make every effort to stay out of the play of the ball, but shall be ready to receive the ball back to stop play.

b. Machine Pitch (8 Year Old Division)

Pitched baseballs shall be delivered to the batter using the League issued "spring loaded" pitching machine by the offensive team coach, not a player. Each coach is responsible for calibrating and using the machine during their offensive inning.

- i. The machine shall be placed at 40 feet from home plate and adjusted as needed prior to the beginning of the game for a speed of 43 mph. Regular baseballs shall be used.
- ii. Each batter receives 4 pitches, unless the umpire determines that a pitch is not hittable, at which point the pitch is determined to be "no pitch"; then an additional pitch shall be provided. If the 4th pitch (and subsequent pitches) is fouled off, then the batter will get another pitch until the ball is put in play or if the batter does not swing at a 4th pitch (or subsequent pitches) the batter is out.
- iii. If a batted ball hits the pitching machine, the play is dead, the batter is awarded first base and any other baserunners return to their respective base before the baseball hits the machine, unless the baserunner was forced to advance as a result of the batter being awarded first base.
- iv. The baseball remains 'live' if a thrown ball hits the machine, while a play is being made. The play is "dead" if the ball hits the machine when the baseball is being returned to the adult feeding the pitching machine.
- v. Catchers shall be used on all machine pitched baseballs.

5. Batting:

- a. All players will bat in order until there are ten runs or three outs, at which time the offense and defense switch.
- b. Each batter receives seven pitches or three strikes (as a result of swings and misses or foul balls). After the seventh pitch, the batter is out if the ball is not put in play. If the ball is fouled off on the seventh pitch, an eighth pitch will be delivered and continues until the ball is hit fair or the batter does not make contact.
- c. There will be no "base on balls" as a result of a player being hit by a pitch or from balls thrown by the adult pitcher.
- d. A player will be given one warning for throwing a bat. A second offense will result in the player being called out for that at bat.

6. Base Running:

- a. A runner can only advance on a hit ball.
- b. A runner cannot leave any base until the ball has crossed home plate. After two warnings, the runner will be called out.

- c. Play is stopped when the ball is thrown towards the adult pitcher. A play can be made on a base runner or thrown to a cut-off player, but umpires will be instructed to evaluate where runners are when an outfielder makes a throw towards the infield. If the base runner is more than half way to the next base at the time play is stopped, he/she is awarded the next base. If not half way to the next base the runner returns to the previous base. The head umpire's call stands. Under no circumstance should a base coach attempt to run his/her players to the next base in hope that the defense will make an error.
- d. There is not a base awarded on an overthrow. We encourage throws.

### UMPIRES

1. SEDBSL provides a field umpire who shall be the head umpire.
2. The offensive team will provide an adult plate umpire/coach, primarily for pass balls and to help with foul balls calls down the lines.

### COACHES

The pitcher/coach may instruct the batter from the mound prior to pitches, but cannot coach base runners in any way while the ball is in play; an "out" will result for the lead base runner after two warnings. The plate umpire/coach may coach batters and base coaches may coach runners at any time. At no time may a coach touch a player to guide his/her running; an "out" will result for the lead base runner after two warnings. Coaches are expected to have an offensive line-up (batting order) and defensive line-up for each inning prior to the start of the game.

Coaches are allowed on the field while their team is playing defense. Two outfield coaches are allowed in the 7 year old division and 1 outfield coach is allowed in the 8 year old division.

# Supplemental Rules

## Rookie (age 9)

1. See Game Delay/Forfeiture rules for League policy.
2. All players must play an infield position at least 1 inning in the first 4 innings, and 2 in a 6 inning game.
3. Base runners shall not leave their bases until the ball has been delivered by the pitcher and has crossed home plate.
4. Runners may advance from third base to home when:
  - a. An issued walk to the batter with bases loaded forces the runner at third to go home.
  - b. The ball is put in play by the batter or fielder.
  - c. After tagging up on a fly ball the runner may advance at his or her own peril after the ball has been caught.
  - d. Runners cannot advance on an overthrow by the catcher to the pitcher – however they can advance if the catcher has put the ball in play to a base.
  - e. Throwing to a bag to attempt to put out a runner is considered put into play. Runner from third can advance. In a “First and Third” situation – if the defensive team chooses to attempt to throw out the runner at 2<sup>nd</sup> base on a steal, the runner from 3<sup>rd</sup> can advance home – because the ball has been put in play.
5. Games tied after 6 innings shall continue until one team attains a lead after a complete inning or the game is called due to darkness. If called for darkness, and still tied, the game will be considered complete as a tie.
6. Number of pitches should be kept by each team and be available to report the number if requested.
7. Teams may add additional players (up to the 9<sup>th</sup> player) if they are short of players. Players can be taken from any other 9 year old team, or a player may be brought up from the 8 year old division. All “Guest” players cannot play infield positions and must be placed at the bottom of the batting lineup. All guest players should be declared prior to the start of the game.

# Supplemental Rules

## Rookie (age 10)

1. See Game Delay/Forfeiture rules for League policy.
2. All players must play an infield position at least 1 inning in the first 4 innings, and 2 in a 6 inning game.
3. Base runners shall not leave their bases until the ball has been delivered by the pitcher and has crossed home plate.
4. Runners may advance from third base to home when:
  - a. An issued walk to the batter with bases loaded forces the runner at third to go home.
  - b. The ball is put in play by the batter.
  - c. After tagging up on a fly ball the runner may advance at his or her own peril after the ball has been caught.
  - d. A passed ball occurs or an overthrow by the catcher occurs.
  - e. Stealing home.
  - f. The throw back to the pitcher is a live ball – runner from third can advance.
5. Games tied after 6 innings shall continue until one team attains a lead after a complete inning or the game is called due to darkness. If called for darkness, and still tied it will be considered complete and recorded as a tie.
6. Pitch count applies to all pitchers. Coaches should count and record pitch count for all players and reveal number if requested.
7. Teams may add additional players (up to the 9<sup>th</sup> player) if they are short of players. Players can be taken from any other 10 year old team, or a player may be brought up from the 9 year old division. All “Guest” players cannot play infield positions and must be placed at the bottom of the batting lineup. All guest players should be declared prior to the start of the game.

# Supplemental Rules

## Rookie 10 Tournament

1. See Game Delay/Forfeiture rules for League policy.
2. All players must play an infield position at least 1 inning in the first 4 innings, and 2 in a 6 inning game.
3. Base runners can lead off and steal.
4. Balks will be called on pitchers. There will be one warning per pitcher per game until May 1<sup>st</sup>. No warnings will be issued after this date.
5. Runners may advance from third base to home per baseball rules.
6. Games tied after 6 innings shall continue until one team attains a lead after a complete inning or the game is called due to darkness. If called for darkness, the game will be considered complete and recorded as a tie.
7. Pitch count applies to all pitchers.
8. Teams may add additional players (up to the 9<sup>th</sup> player) if they are short of players. Players can be taken from any other 10 year old team, or a player may be brought up from the 9 year old division. All “Guest” players cannot play infield positions and must be placed at the bottom of the batting lineup. All guest players should be declared prior to the start of the game.



# Supplemental Rules

## Cal Ripken (ages 11-12)

1. Local league rules have been adapted from the Little League rulebook and the Colorado State High School rulebook.
2. Full stealing of bases is implemented.
3. All players should slide on close plays.
4. There are no hidden ball tricks.
5. Balks will be called on pitchers. There will be one warning per pitcher per game until May 15th. No warnings will be issued after this date.
6. A new inning will begin if the official game time has not reach 2 hours at the last out of the previous inning.
7. Pitch count applies to all pitchers. Coaches should keep the count for their own team and report numbers if requested.
8. Violations of the minimum play rules:
  - a. First violation – Forfeit of game. League director will meet with coaches, team and parents to clarify expectations.
  - b. Second offense – Forfeit of game, Coach suspended for one game (next game).
  - c. Third offense – Forfeit of game, Coach suspended for rest of season.
9. Any team needing a player should contact the head coach (Manager) of the player he wants to add as a guest player. ***A guest player may be used to fill your team to reach a total of 9 players. If at any time you start with 9 players and lose a player to injury you will not be required to take an out for that player.***
  - a. The team needing a player should find a player from the Ripken division, or the 10 year old division. ***End of the season tourney—You may not use an All-Star, as selected for the current year, as a substitute.***
  - b. The guest player(s) cannot play an infield position.
  - c. The guest player will be placed at the bottom of the batting order.
  - d. ***All guest players should be declared to the opposing coach, by the coach using a guest player, prior to the start of the game.***

***The spirit of the rule is to use subs in order to field a team so you can play a game. You can use this game to develop your players into better players, not to create a better team.***

# Supplemental Rules

## 11/12 Tournament Division

1. Local league rules have been adapted from the Little League rulebook and the Colorado State High School rulebook.
2. Full stealing of bases is implemented.
3. All players should slide on close plays.
4. There are no hidden ball tricks.
5. Balks will be called on pitchers. There will be one warning per pitcher per game until May 1st. No warnings will be issued after this date.
6. A new inning will begin if the official game time has not reach 2 hours at the last out of the previous inning.
7. Pitch count applies to all pitchers. Coaches should keep the count for their own team and report numbers if requested.
8. Any team needing a player should contact the head coach (Manager) of the player he wants to add as a guest player. *A guest player may be used to fill your team to reach a total of 9 players. If at any time you start with 9 players and lose a player to injury you will not be required to take an out for that player.*
  - a. The team needing a player should find a player from the Ripken division. *End of the season tourney—You may not use an All-Star, as selected for the current year, as a substitute.*
  - b. The guest player(s) cannot play an infield position.
  - c. The guest player will be placed at the bottom of the batting order.
  - d. *All guest players should be declared to the opposing coach, by the coach using a guest player, prior to the start of the game.*
9. *The spirit of the rule is to use subs in order to field a team so you can play a game. You can use this game to develop your players into better players, not to create a better team.*

a. Supplemental Rules  
Senior Division  
for  
Southeast Denver Baseball

1. A team can play with only 8 players – there will be no automatic out in the batting order.
2. Metal cleats are allowed.
3. Batter can run on a dropped third strike.
4. Sliding/Diving is allowed. Contact should be avoided whenever possible. Contact with intent to injure is prohibited (this rule is subject to interpretation – it is recommended that coaches discuss it with the umpires prior to each game).
5. 10 run rule applies after 4  $\frac{1}{2}$  innings (if home team is ahead) or 5 innings if Visitors.
6. Everyone must play a minimum of 6 defensive outs by the completion of the first 4 innings.
7. A new inning will begin if the official game time has not reach 2 hours at the last out of the previous inning.
8. Pitch count applies to all pitchers. Coaches should keep their own team count and report it if requested.
9. Starting pitchers can return to the mound after being pulled for a relief pitcher one time per game. All relief pitchers may not return to the mound after being pulled out.
10. Any game that is called for any reason by the umpire (rain, darkness, etc...) after 4  $\frac{1}{2}$  (if home team is ahead) or 5 innings have been played shall be considered an official game. The score at the end of the last full inning played shall be official. Tie games are allowed and will be included in the team's record. If called before 4  $\frac{1}{2}$  innings have been played, the game will be suspended and played as such. Games can end in a tie.

# Bad Weather Procedures/Rescheduling

Coaches, parents, and players should check the SEDBSL website ([www.sedenverbaseball.com](http://www.sedenverbaseball.com)) and check your game in the Game scheduling system to determine if games have been cancelled due to questionable weather. Unless a cancellation is confirmed, consider the game to be played as scheduled. Game cancellations will be posted as close to 4pm as possible depending on changing weather.

League officials will call Denver Parks and Recreation for the status of all city fields. League officials will contact the SEDBSL scheduler to have decisions posted on the website in the game schedule system. Check the SEDBSL website ([www.sedenverbaseball.com](http://www.sedenverbaseball.com))

For games suspended during play, and the minimum number of innings completed does not constitute a complete game the following procedure shall be followed:

1. Home team coach will call or email their league director to inform him/her of the suspended/cancelled game and request the game be rescheduled.
2. If a game is suspended, game will be rescheduled to resume at the point of suspension.

(The following steps are followed for cancellations/suspended games)

3. League directors will contact League Scheduler via email with a complete list of cancellations. Scheduler will coordinate the rescheduling of all games.
4. Scheduler and League officials will reschedule games and umpires and inform league directors of rescheduled game times.
5. League directors will contact coaches with the rescheduled times.
6. Games are typically rescheduled for the second Sunday after the cancellation.

# **Southeast Denver Baseball and Softball League**

## **Lightning Policy & Procedures**

**January 10, 2006**

Southeast Denver Baseball and Softball League has as its first priority the safety of its players, coaches and their fans & families. Therefore the policy of our League is that any parent or guardian wishing to remove their child from the field when the threat of lightning exists will not be discouraged from doing so, even if the prevailing opinion of other parents or coaches may differ.

In the United States, there are an estimated 25 million cloud-to-ground lightning flashes each year. Lightning can be fascinating to watch, but it is also extremely dangerous. During the past 30 years, lightning killed an average of 67 people per year in the United States based on documented cases. This is more than the average of 65 deaths per year caused by tornadoes and the average of 16 deaths per year caused by hurricanes. However, because lightning usually claims only one or two victims at a time, and because lightning does not cause the mass destruction left in the wake of tornadoes or hurricanes, lightning generally receives much less attention than the more destructive weather-related killers. While documented lightning injuries in the United States average about 300 per year, undocumented injuries caused by lightning are likely much higher.

Generally speaking, if the threat of lightning is present, the safest locations are the [vehicles](#) the kids came in. It is important **NOT** to stay in the dugouts as they are not a safe place during lightning activity.

Few people really understand the dangers of lightning. Many people don't act promptly to protect their lives, property and the lives of others because they don't understand all the dangers associated with thunderstorms and lightning. The first step in solving this problem is to educate people so that they become aware of the behavior that puts them at risk of being struck by lightning, and to let them know what they can do to reduce that risk. Coaches and other adults who make decisions affecting the safety of children must understand the dangers of lightning.

SEDBSL has established a link on the league website ([www.sedenverbaseball.com](http://www.sedenverbaseball.com)) to lightning awareness and information provided by Bollinger Insurance and the National Weather Service. All individuals responsible for the safe conduct of our league's activities are urged and encouraged to visit the site in an effort to educate themselves about the best practices in the event of lightning. If you have any questions or comments regarding these matters, please don't hesitate to contact a league official.

# Miscellaneous Items

1. There will be NO rescheduling of games due to schedule inconveniences. Field permitting and umpire rescheduling is expensive and field availability is limited. Hopefully most conflicts were addressed prior to the official schedule being issued. Therefore we cannot re-adjust schedules for such things as school plays, music performances, etc... Please do your best to work with your players around such conflicts.
2. Final game scores for all leagues except Coach Pitch should be reported by the winning coach to the league director or add scores website within 24 hours.
3. If umpires fail to show for games 10 minutes before game time (for Rookie 9, 10, Cal Ripken and Senior divisions) call “Rocky Mountain Officials at (303) 618-5368, leave a message if necessary. If no return call, please call Jeff Wood cell phone at (303) 618-5368.

For the Instructional Division contact the Instructional Division will play an official game with a volunteer umpire (parent) if the umpire does not show. Please contact your league director with any no-show umpires games.

4. The home team of the last game of the day is responsible for setting the bases up and putting bases away at Bible Park. Bases at Bible Park are stored in the equipment boxes located at the complex. The code for Bible Park is will be provided to coaches.
5. Holly Hills are left in, on the field.
6. Both teams are responsible for trash pick up after the games.
7. Regarding games that have been called due to weather or darkness. All games will resume where they left off. The home team book will be used to determine where play shall begin (Inning, outs, count on batter, baserunners, etc...). Players new to the rescheduled game will just be added to the end of the batting order. Pitchers pulled from the original game cannot re-enter in the make up game. Innings pitched by new pitchers in the make up game will count toward the weekly pitching limitations for that week.

# SEDBSL 'Playing Up' Policy

Any player may play up 1 division if:

1. They are 1 or 2 ages level below the group they wish to play in (Example: 8 year old may play up in the 9 year old division and the 10 year old division, but not the 11/12 division.
2. They wish to participate in the any division in SEDBSL 5-6, 7, 8, 9, 10 year old division.
3. There is space available in the desired age level.
4. If a player wishes to play in the 7, 8, 9, or 10 year old division then:
  - a. Space must be available.
  - b. Coaches in the 7, 8, 9, or 10's must be willing to take that player.
  - c. League director will make the final decision after interviewing that player's parent.
5. If the player wishes to play in the up they **must** be evaluated by the coaches in that division. The coaches and the league director will have the final say on allowing the player to participate in the desired level based upon:
  - a. Space is available.
  - b. Safety- no child will be allowed to play if it is determined that there is a risk to that child's safety by playing in the higher division.
  - c. The coaches will determine player's status.
  - d. League director will notify parents if their child is denied playing in the higher division in order to allow that child to play in their age appropriate division.
6. No players will be allowed to play up into the 13 Prep Division or the 13-15 year old division unless they are 12 years old and have League approval.
7. All-Star selection will be made from players within the specific division. (Example: a 10 year old playing up in the Ripken division (11/12) will not be eligible to play for the 10-year old All-Star team.)