SEBA

SouthEastern Baseball Association

Mission Statement

This is an instructional league, coaches are to emphasize:

- Educating the local area youth about the skills needed to play the game of baseball and or softball.
- Develop a respect for the rules of the game of baseball and or softball and the basic ideals of teamwork, sportsmanship and fair play.
- Instill honesty, loyalty, courage and reverence in the youths so they may be finer, stronger and happier youths who will grow to good, clean, healthy adults.
- Guide the youth, showing them how to treat others fairly and equitably.
- Emphasize fun and healthy participation and diminish overzealous competitiveness.

CONTENTS

Contents

Mission Statement **2**

1. **Player Eligibility** **4**
2. **Rosters** **4**
3. **Home Team** **5**
4. **Uniforms and Equipment** **5**
5. **Substitutions and Batting Order** 6
6. **Fielding Requirements** 7
7. **Specific Rules of Play For Divisions:** 8
8. **Field Dimensions** 14
9. **Official Game (starting and ending a game)** 15
10. **Mercy and Travesty Rules** 15
11. **Inclement Weather** 16
12. **Makeup Games** 17
13. **Protests** 17
14. **Field Conduct** 18
15. **Ejections/Suspensions** 18
16. **Code of Conduct** 18
17. **Playoffs** 19
18. **Insurance** 19
19. **Disbanded Teams** 19
20. **Jewelry** 20

1. Player Eligibility

A. The "playing age" for all hardball divisions shall be determined by the participant's age as of April 30th of the current season. For softball divisions age shall be determined by the participant's age of January 1st of that current calendar year.
B. Individual associations may allow participants from their program to play in an older age division, but no participant shall be permitted to play in any game in a younger age division.
C. No player shall play on more than one SEBA team simultaneously. Exceptions: (1) a participant may play simultaneously on any SEBA association team and their All Star/Tournament team. (2) a player may be brought up from a team in a younger age division to avoid an forfeit or to fill out the roster (provide for one player for each defensive position) for an team in an older division, provide further that if that if that team ends up having the requisite number of players at the start of the game due to arrival of a player expected to be absent, the younger player who was brought up to avoid the forfeit shall be allowed to participate. If a player is moved up to an older division and pitches, that player's maximum innings pitched is governed by his/her regular/younger age division rules. (3) a participant may be rostered in the division he/she qualifies for and the next higher division, as long as the participating association he/she is playing for allows such.
D. No participant shall be rostered on two (2) teams within the same divisions.

2. Rosters

A. Rosters must be submitted, prior to the first league game to the SEBA Board of Directors.
B. All rosters become **"FROZEN"** as of June **1st;** exceptions are the High School Divisions, which is June 15th. If any changes were made to the roster, it shall be resubmitted to the SEBA Board of Directors. If there is an incident where an addition is needed for a team after being frozen, it must be approved by the SEBA Board of Directors.
C. All rostered SEBA players are eligible for play in the SEBA playoffs.
D. Team rosters are limited to a total of 15 players.

3. Home Team

A. The Home Team shall be listed on the official schedule. The SEBA Board of Directors shall review all schedules, prior to league play and attempt to give each team an equal number of home and away games.
B. Home Team is responsible for supplying a minimum of two (2) new game balls.
C. Home Team is the official scorekeeper, must complete an official line-up card, which a copy shall be rendered to the opposing coach.
D. Home Team is responsible for reporting the official score to the SEBA Division GM within 24 hours of the completion of the game.
E. Home Team is responsible for supplying Umpires.

4. Uniforms and Equipment

A. The official uniform is the uniform issued by each association. Each participating association shall provide each player with at least a uniform shirt/jersey. Players must wear their uniform shirt/jersey at every scheduled league game. If a player fails to wear the proper shirt/jersey, they will be disqualified from the game, unless the opposing teams head coach agrees to allow that player to participate prior to the start of the game.
B. All catchers must wear proper protective equipment, which includes mask, chest protector and shin pads. Any player warming up a pitcher shall wear a minimum of a catcher's mask. Throat Protectors are not required. No glove restrictions.
C. Batting Helmets with face guards are not required in either hardball or softball.
D. Metal Spikes are permitted only in the High School, 14U Hardball and Softball Divisions. Metal Spikes are prohibited in all other Divisions.
E. Bat restrictions for Hardball Divisions:
    a. All divisions may use a 2¼" diameter bat, drop doesn't apply. These bats must be factory labeled as USA Baseball.
    b. High School Hardball Division may use a bat that exceeds 2¼" diameter but not more than 2 5/8" diameter. These bats must be factory labeled as BBCOR (drop -3 only).
    c. 14U Hardball Divisions may use a bat that exceeds 2¼" diameter but not more than 2 5/8" diameter. These bats must be factory labeled as USA Baseball (no drop restriction) or BBCOR (drop -3 only).
    d. 10U and 12U Hardball Divisions may use a bat that exceeds 2¼" diameter but not more than 2 5/8" diameter. These bats must be factory labeled as USA Baseball or BBCOR, no drop restrictions.
    e. All divisions may use wooden bats, except for Bamboo. 2 piece must be labeled BBCOR.
    f. USSSA bats are banned in all divisions.

F. Ball restrictions for Hardball and Softball Divisions:
    a. All Hardball Divisions must use a 9 in. 5 oz. baseball.
    b. All Softball Divisions must use an optic yellow softball.
    c. No Softball Division shall use a softball exceeding a C.O.R. of (.47).
    d. 8U and 10U Softball shall use an 11 inch softball.
    e. 12U, 14U and High School Divisions shall use a 12 inch softball.

5. Substitutions and Batting Order

All teams (except High School Divisions) shall use the substitution and batting order rules described as follows in subsections A, B, C, D and E (which shall be referred to as the "Continuous Batting Order"). High School Divisions may elect to use the "High School Substitution Rules" which is described in subsection F.

A. All players shall be listed in the batting order. The batting order shall not change during the course of the game, unless a player is injured, ejected or must leave. If a player arrives late, they shall be placed at the end of the batting order.
B. Any time a team has fewer players than it started with, the missing player's spot in the batting order shall be skipped over and the next proper batter shall be the one who legally follows the missing player in the order. No out shall be recorded.
C. No player shall leave the batting order and return to the game unless agreed to by the manager of the opposing team.
D. All players must play a minimum of three (3) defensive innings per game and bat at least once.
E. Defensive free substitution shall be used.
F. All High School Divisions shall have the option of using the "Continuous Batting Order" rule set out above or the "High School Substitution Rules" as modified here. Managers shall declare their intent during ground rules preceding each game and there is no requirement that both teams in a game employ the same substitution/batting order.
    a. Teams bat a nine (9) or ten (10) batter lineup, with the tenth batter listed as an additional hitter. High School Softball Division may use two (2) additional hitters.
    b. Any player listed as an additional hitter (AH), while not actually playing a defensive position, will be treated as a defensive player for substitution purposes. Example: Bob is the AH and is hitting sixth and Tom is the catcher batting third. Bob can become the catcher, making Tom the AH. However, they remain in the same position in the batting order. Any player designated an AH must play three defensive innings in the field.

G. Lineups must be exchanged at the beginning of all games. All present players must be listed on the lineup card. If "High School Substitution Rules" is used, all substitutes need to be designated as such. Player arriving late will be added to the bottom of the lineup or in the list of substitutes, whichever is applicable. When a team is playing by the "High School Substitution Rules", all subs must be reported to the umpire and the opposing team before the play begins in the inning they enter.
H. "Safe Harbor Rule", no team shall be deemed to have violated the minimum defensive play requirement (3 defensive innings) so long as satisfying the following.
I. Team playing "High School Substitution Rules", substitute must be entered not later than the start of the team's defensive fourth inning without removal prior to either satisfaction of the three (3) defensive inning requirement or game end.
J. Team playing "Continuous Batting Order" either: (A) Substitute has played two (2) defensive innings by the conclusion of the fifth defensive inning or (B) substitute entered not later than the start of the team's defensive fourth inning without removal prior to either satisfaction of the three (3) defensive inning requirement or game end.

6. Fielding Requirements

A. 10U & 12U Hardball Divisions shall play with ten (10) defensive players, with the tenth player being an additional outfielder not a rover.
B. 8U, 10U and 12U Softball Divisions shall play with ten (10) defensive players, with the tenth player being an additional outfielder. Whether there is grass present or not, no team playing four (4) outfielders shall cause or permit any outfielder to station herself closer than 20 feet to the imaginary line running from first base, through second base and then to third base.
C. All other divisions not mentioned above shall play nine (9) players defensively.
D. All divisions shall begin with at least eight (8) players, and finish with a minimum of 7.

7. Specific Rules of Play For Divisions:

10U Hardball Division

a. Infield Fly- No
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No, must pitch to batter.
d. Leadoffs and Steals- no leadoffs; may steal after the ball crosses home plate to second and third only. May advance on a pass ball to second and third only. Note: home plate must be earned by either a continuous play from a batted ball or a walk. Penalty for leaving a base early is; 1st time is a "warning" and anything after is an "out".
e. Pitching- a player can pitch a maximum of 6 consecutive outs per game. Once removed from the mound, he/she may not return to the mound. No curve/breaking balls, if caught throwing, automatic "ball". No balks called. If a pitcher hits two (2) batters in an inning or three (3) in a game, he/she must be removed from the mound. Batter must make an attempt to get out of the way, may not step into pitch.
f. Dropped 3rd Strike- No

12U Hardball Division

a. Infield Fly- Yes
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- Yes
d. Leadoffs and Steals- Yes, leadoffs and steals are allowed, including stealing home.
e. Pitching- a player can pitch a maximum of 9 consecutive outs per game. Once removed from the mound, he/she shall not return to the mound. No curve/breaking balls, if caught throwing, automatic "ball". Balks called, one warning per pitcher, all after that will be enforced.
f. Dropped 3rd Strike- Yes

15U Hardball Division

a. Infield Fly- Yes
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- Yes
d. Leadoffs and Steals- Yes
e. Pitching- a player can pitch a maximum of 9 consecutive outs per game. Once removed from the mound, he/she shall not return to the mound. Balks called.
f. Dropped 3rd Strike- Yes

High School Hardball Division

a. Infield Fly- Yes
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- Yes
d. Leadoffs and Steals- Yes
e. Pitching- None
f. Dropped 3rd Strike- Yes

8U Softball Division

a. Infield Fly- No
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No
d. Leadoffs and Steals- No Stealing. A player may get a secondary lead after the ball crosses the plate. Penalty for leaving a base early is; 1st time is a "warning" and anything after is an "out".
e. Pitching- Started by a player until the player has thrown 4 pitches or the batter has hit the ball in play. If the batter has not hit one of the first 4 pitches, the coach will take over pitching; continuing the strike count. Coach will pitch a maximum of 4 additional pitches or until batter strikes out or hits the ball in play. Pitching is continued by a coach no closer than 30 feet from the Home Plate. A batter gets 3 strikes swinging or a maximum of 8 pitches. This includes pitches from the player and the coach.
f. The defensive player in the pitcher position must be within the pitcher's circle at the time the coach is pitching the ball.
g. Dropped 3rd Strike- No
h. Additional Information- When a ball is batted and stays within the infield, which shall be defined as the baseline, the batter and runners are allowed one base only, no advancement if there is a pass ball. If a ball is batted into the outfield, batter and runners may advance until the ball has reached the infield (baseline), once the ball reaches the infield, rather than caught or not, all runners must stop. Two (2) defensive coaches are allowed on the field to direct players.
i. No player will play the same position for more than 2 consecutive innings per game. This rule will not apply in the SEBA playoffs.

10U Softball Division

a. Infield Fly- No
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No
d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand- penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
e. Pitching- four (4) innings per game. One (1) pitch is considered an inning. Once removed from the mound, she may return back to the mound. Windmill is encouraged but not mandatory, must attempt to keep minimum arc.
f. Dropped 3rd Strike- No

12U Softball Division

a. Infield Fly- Yes
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No
d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand- penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
e. Pitching- four (4) innings per game. One (1) pitch is considered an inning. Once removed from the mound, she may return back to the mound. Windmill is encouraged but not mandatory, must attempt to keep minimum arc.
f. Dropped 3rd Strike- Yes

15U Softball Division

a. Infield Fly- Yes
b. Courtesy Runner- may for the catcher or pitcher, last out shall be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No
d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand- penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
e. Pitching- No limit on innings. Once removed from the mound, she may return back to the mound.
f. Dropped 3rd Strike- Yes

High School Softball Division

a. Infield Fly-Yes
b. Courtesy Runner- Pitcher and catcher at any time, if using "continuous batting order", must use player who made last out, if using "High School Substitution Rule", a player not in the batting order must be used. If there is two (2) outs a courtesy runner shall be used for the catcher.
c. Intentional Walk- No
d. Leadoffs and Steals- may leave once the ball leaves the pitcher's hand-penalty is an "out". Stealing home and scoring on a passed ball is allowed. No restrictions on number of bases per steal attempt.
e. Pitching- No limit on innings. Once removed from the mound, she may return back to the mound.
f. Dropped 3rd Strike- Yes
g. In the event of any violation of pitching limitations, the manager shall be ejected once a pitch is thrown; and the opposing team may opt to replay their offensive half-inning if the ineligible pitcher is discovered during their turn at bat.

Additional Rules

a. Time limit between innings is 2 minutes. Timer starts when the 3rd out is called. Both teams must exit/enter field as quickly as possible and complete their warmups in 2 minutes or less. The games plate umpire is responsible for managing this rule. The umpire will issue warnings to the defensive team manager for each offense. On the third offense the team head coach will be ejected from the game.
b. Whenever a play is evident, runners must slide or seek to avoid contact with the fielder making the play. Malicious contact shall supersede all obstruction penalties. It is not necessary for the batter-runner to slide into first base.
c. The rule regulating the number of trips to the mound for managers shall be the Major League Baseball Rule for all divisions, not the High School Rule. One "free" trip per pitcher each inning, must remove pitcher on second trip to the pitcher in the same inning.
d. No "out" shall be recorded on account of an absent player in the batting order where either (a) the player started the game and left the game due to injury, ejection or other reason or (b) the team commenced play with fewer players than required to meet standard team size requirements as permitted.
e. 10U Softball- pitching. If a pitcher hits two (2) batters in a single inning under circumstances in which in the umpire's judgment the batter was not able to avoid being struck by the pitched ball, the pitcher shall be removed from the mound for the balance of that inning. That pitcher may be placed at any other defensive position and may return to the mound in a later inning. If, however upon returning to the mound that returning pitcher hit another batter with a pitched ball under circumstances in which in the umpire's judgment the batter was not able to avoid being struck by the pitched ball, the pitcher shall be removed from the mound and shall not be eligible to pitch for the remainder of that game. Removed pitcher may be placed at any other defensive position.
f. Team Manager is expected to represent each team at the pregame meeting with the lead game official. If the rostered team manager is not available the team representative at the meeting will be the acting Team manager for the game.

8. Field Dimensions

Any association entering the SEBA play must have sufficient fields meeting the dimension requirements set forth here to support play. Under very limited circumstances a game may be played on a non- conforming field without being considered a violation of these rules; provided further, however, that in no event shall an age group be required or permitted to play on a field with dimensions smaller than required for that age group by these rules. Please notify Division GM of all field problems.

Hardball Divisions

a) 8U- bases 60 feet and mound 36 feet
b) 10U- bases 60 feet and mound 46 feet
c) 12U- bases 70 feet and mound 50 feet
d) 14U- bases 80 feet and mound 54 feet
e) High School- bases 90 feet and mound 60 feet 6 inches

Softball Divisions

a) 8U- bases 60 feet and mound 30 feet
b) 10U-bases 60 feet and mound 34 feet
c) 12U- bases 60 feet and mound 40 feet
d) 14U-bases 60 feet and mound 40 feet
e) High School- bases 60 feet and mound 43 feet

9. Official Game (starting and ending a game)

A. A regulation game is seven (7) innings. Exception: 10U Hardball, 12U Hardball, 8U Softball and 10U Softball in which a regulation game shall be six (6) innings.
B. The 10uBB/10uSB/12uBB/12uSB divisions have one hour and 40 minute (1:40) time limit with a drop dead limit of 2 hours. This means no inning shall commence after the 1 hour 40 minute mark from first pitch; and game will end at the 120 minute mark from first pitch. If game hits drop dead limit, game score reverts back to the last complete inning.
C. The 15uBB/15uSB/18uBB/18uSB divisions will have a one hour and fifty minute (1:50) time limit, which means no inning shall commence after the 1 hour 50 minute mark. An inning is deemed to have begun immediately upon the recording of the last out in the preceding inning. There is NO Drop Dead Time. No time limit in High School Divisions.
D. Unless a different time is set forth on the official schedule issued by the SEBA, all games shall start at 6:30 PM.
E. A team failing to field at least eight (8) players at "Game Time" shall forfeit the game. If agreed upon by both managers, where one team fails to have sufficient players present to play a game, the teams may play as an official scrimmage (with umpires) and players may be reallocated from one team to the other for the purpose of the scrimmage. Forfeiting team takes the loss.
F. No extra innings, if a game is tied after either the time limit or the completed 6^{th}/7^{th} inning; that game shall be considered a tied/completed game. This rule does not apply to tournament and playoff games.

10. Mercy and Travesty Rules

A. Mercy 8u, 10u, 12u: There will be a ten (10) run mercy rule after the completion of five (5) innings. An inning is completed after the losing team has completed their turn at bat. This applies to the 8u, 10u, and 12u divisions.
B. Mercy 15u, 18u: There will be a twelve (12) run mercy rule after the completion of three (3) innings; ten (10) run mercy after the completion of four (4) innings; and eight (8) run mercy after the completion of five (5) innings. An inning is completed after the losing team has completed their turn at bat. This applies to the 15u, and 18u divisions.
C. Travesty: 10U Hardball, 8U Softball, 10U Softball and 12U Softball- The batting team may not score more than five (5) runs in any half inning. Mercy rule still applies for all four (4) divisions.

11. Inclement Weather

A. Unless previously instructed by the home manager, division manager or home city recreation department, both teams must report to the playing field.

B. Prior to the pre-game conference, the home manager shall make all decisions regarding the fitness of the playing field including but not limited to, the decision to postpone the game. After the pre-game conference, the plate umpire shall make such decisions. Between games of a double-header, the plate umpire of the first game shall make all such decisions. When the home team's local community authorities (police, fire, recreation, etc.) have determined that the field is unfit, no manager or umpire shall require play on that field.

C. When lightning is seen, play should be suspended 30 minutes and all players and spectators moved to a safe location. Once the game has been suspended, play may not resume until 30 minutes after the last lightning seen. The 30 minute clock shall reset after any subsequent occurrence of lightning. Game clock pauses while game is suspended.

D. The Air Quality Index will be monitored using the site https://www.airnow.gov/. If the AQI exceeds 200 as reported one hour before game time for Wyandotte, MI 48192 (this is a central location among all SEBA members) all games will be canceled for the day.

E. All SEBA games will follow for suspended games:

a) Any game suspended prior to completing the fifth inning (4 1/2 if the home team is leading) it shall be continued from the point of interruption at the most convenient time. Continued game will also continue the game clock based on remaining time available at the time of suspension.

b) Any game suspended after the completion of the fifth inning, shall be considered a complete game, whether a tied or not. If a game is suspended after a half inning was completed, it will revert back to the last completed inning.

c) Any game halted due to darkness, shall be considered a completed game, if the fifth inning was completed. If a game was halted before the completion of the bottom of the sixth, the score will revert back to the score from fifth inning. If a game has not finished the fifth inning, the game will halt there and be completed on the most convenient time.

12. Makeup Games

A. In the event that a scheduled game cannot be played due to either (a) weather or (b) some other compelling reason approved by the General Manager, such as conflicts with yearend school activities which otherwise would result in a forfeit, the involved managers shall cooperate and immediately confer to determine a makeup date, which date shall be immediately communicated to the General Manager when determined.
B. Unless it is determined by the General Manager that both managers have acted with appropriate dispatch and in good faith and that despite such dispatch and good faith completion of the makeup has been rendered impractical by prevailing circumstances, the General Manager shall determine whether the failure to makeup a scheduled game was the fault of one or both of the involved managers. If the General Manager determines one manager was substantially at fault, then the game shall be declared a forfeit against that manager's team. If both managers are determined to be substantially at fault, then a double forfeit shall be declared and both teams shall be charged with a loss in the standings.
C. Before assessing a forfeit, the General Manager shall submit the proposed action, with complete recitation of the underlying facts, to the SEBA Executive Board of Directors for approval.

13. Protests

A. If a manager determines that he or she wants to protest the game, it shall be announce by the completion of the game.
B. A Protest Report Form shall be completed and delivered to the General Manager within 48 hours of the completion of the game.
C. All protests must be accompanied by a $100.00 fee. This fee will be returned if the protest is upheld.
D. The General Manager shall initially decide all protests. Both teams will then be notified of the decision with two days after receiving the protest reports.
E. Any team wishing to appeal the initial protest decision shall notify the SEBA Executive Board of Directors within 24 hours of the initial decision.
F. The SEBA Executive Board of Directors shall decide on protest appeals, their decisions shall be final.

14. Field Conduct

A. Any player, manager, coach or umpire who has been found to be under the influence of an alcoholic beverage or drug during a game shall be suspended from SEBA, immediately.
B. The use of alcohol, tobacco, and vaping products during a game is prohibited by a player, manager, coach or umpire.
C. Any player, manager, coach or other team personnel leaving their positions for the purpose of becoming involved in an altercation; shall be ejected from the game. A manager or coach may, however leave his/her position for the purpose of assisting the game officials by removing their team's player(s) from the altercation.

15. Ejections/Suspensions

A. When an ejection occurs, there is NO automatic suspension.
B. An ejected coach must leave the premises for the remainder of the game. He/She may not sit in the stands or stay in the vicinity of the field. He/She must at least exit to the car parking area.
C. When an ejection or incident of note occurs, the umpire(s) must contact their local Chief Umpire within 24 hours. All local Chief Umpire shall notify that divisions General Manager of the incident within 48 hours of the incident.
D. The General Manager will review each incident and determine if additional penalties may be advisable. If it's determined that additional penalties are warranted, he/she will forward a recommendation to the SEBA Board of Directors. The SEBA Board of Directors shall decide what additional penalties, if any should be assessed.
E. Any determination by the SEBA Board of Directors pursuant to this procedure is subject to an appeal. This appeal must be requested at the time of the initial decision.
F. The SEBA Board of Directors shall hear any appeals, after hearing the appeal, their decision shall be final.

16. Code of Conduct

A. Coaches, parents, players, and all members of any association affiliated with the Southeastern Baseball Association (SEBA) are required to agree to our Code of Ethics policy. (see the last page of this document) All Signed documents to be submitted to your association representative for filing.

17. Playoffs

A. All teams are eligible to participate in the post season SEBA playoff tournament.
B. All teams entering into the playoffs in the 8u/10u/12u divisions will be placed into a blind draw to determine seeding, regular season standing doesn't matter.
C. The 15u/18u divisions will be seeded into the playoff schedule based on the final regular season standings.
D. Playoffs are a one game elimination.
E. Host city will be determined upon availability to fields for each division.
F. None of the divisions have a travesty rule in playoff games.
G. Mercy rule for the 8u/10u/12u divisions is 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.
H. Semi-finals and Finals, no time limit.
I. In all Divisions except High School; teams with larger rosters, may set their line-up to match their opponent, teams still must follow section 5 (D). Example: If team A has 11 players (player 10 and 11 are considered AH) and team B has 14, team B can put 11 players in the batting order, the remaining 3 will be left out of the batting order and must be later inserted into the game, as long as they comply to section 5 (D). Follow High School Substitution at this point.
J. All playoff rosters must be submitted to the general manager of each division prior to start of playoffs to verify the eligibility of players.
K. The international tie-breaker rule will be used for extra innings. Player making the last out from the previous inning will start the inning as a base runner on second base. First and third base will be empty. The base runner starting at second is not reflected in the statistics as an at bat or hit of any kind. The team at bat will start the inning with one out.

18. Insurance

All SEBA associations/teams will be responsible for their own liability/medical insurance. Associations shall have evidence of their insurance on file with the SEBA. The SEBA shall be identified as an additional insured on all insurances.

19. Disbanded Teams

The players from any disbanded team may be placed on other teams within the division, providing the "gaining" team(s) have a need and are willing to accept these players.

20. Jewelry

Players may not wear any type of **METAL** jewelry during any game. This includes rings, necklaces, earrings, bracelets, watches or body piercing. Jewelry may not be taped over.

Players may wear **BREAK AWAY** or **RUBBER** style bracelets or necklaces.

Cover Page:

SEBA VOLUNTEER and PARENTAL CODE of ETHICS

PLEASE READ ENTIRE DOCUMENT, SIGN ACKNOWLEDGEMENT AND TURN INTO HEAD COACH

Coaches, Volunteers, Parents,

Thank you for choosing SEBA and supporting our local area youth baseball and softball programs. In an effort to better serve the players, coaches, volunteers, parents, and umpires, The SEBA organization has established a code of ethics and associated guidelines. The goal is to define and maintain consistent expectations for behaviors in and around our facilities, fields, and game play. While the guidelines apply to all, our primary focus is on coaches, volunteers, and parents/family members.

Over recent years there has been a rise in behavioral related issues that have impacted our players, coaches, and umpires. The issues have required us to establish and to enforce the guidelines to better serve our youth league community.

General Rules of thumb:

- We have a ZERO Harassment policy towards our umpires, coaches and volunteers (Includes opposing team members and staff). Poor behavior by parents, family members, coaches and volunteers will result in ejection/dismissal from the event..
- Harassment of opposing teams, coaches or umpires will not be tolerated. If you have an issue, talk to the Head Coach. Other than cheering on your players, please do not communicate with opposing players, umpires and coaches.
- ONLY the head coach will communicate with the umpire during the game when disputing a call. Coaches are allowed to dispute calls but must do so in a respectful manner and must accept the final decision of the umpire.
- There are no reasons for parents, family members or fans to communicate with our umpires before, during or after our games.
- If there are any issues related to the team, game, or the umpire, they must be addressed with the head coach only.
- Any issues or concerns raised must be communicated directly to the head coach ***and only after 48 Hour cooling period***.
- Umpires must also work through the head coaches to address any issues or concerns with coaches, other volunteers or parents.
- For any issues that cannot be resolved by the Head coaches, the team head coach will report to the SEBA Board. The SEBA Board will support issue resolution as required.
- All violations submitted will be reviewed by the SEBA board and could lead to indefinite suspension.

Please see attached Volunteer and Parental Code of Ethics for additional requirements:
This document needs to be signed by all parents of each player

SEBA Code of Ethics:

- I hereby pledge to provide positive support, care, and encouragement for my child participating in youth sports by adhering to this Parents' Code of Ethics Pledge and any other policies, rules and regulations that may be adopted or imposed by SEBA Baseball/Fastpitch and any other applicable governing organization.

- I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event.

- I will place the emotional and physical well-being of my child ahead of a personal desire to win.

- I will insist that my child play in a safe and healthy environment.

- I will, for the safety of my child, (1) strictly comply with all applicable requirements concerning the utilization of protective equipment, and (2) follow the recommendations of SEBA Baseball/Fastpitch and other applicable governing organizations concerning the utilization of protective equipment.

- I will support coaches and officials working with my child, in order to encourage a positive and enjoyable experience for all.

- I will demand a sports environment for my child that is free of drugs, tobacco, vaping products, and alcohol, and I will refrain from their use at all youth sports events.

- I will remember that the game is for the youth and not for the adults.

- I will do my very best to make youth sports fun for my child.

- I will ask my child to treat other players, coaches, fans, and officials, with respect regardless of race, sex, creed, or ability.

- I promise to help my child enjoy the youth sports experience by doing whatever I can, such as being a respectable fan, assisting with coaching, or providing transportation.

- I will require that my child's coach be trained in the responsibilities of being a youth sports coach and that the coach upholds the Coaches' Code of Ethics.

- I will read the NYSCA National Standards for Youth Sports and do what I can to help all youth sports organizations implement and enforce them.

- I understand that I am representing SEBA League, my city and most importantly the children on my respective team and the teams across the league. As a representative, may be dismissed and excluded from team and league activities for inappropriate behavior. Please see the review and dismissal policy below for individuals that violate parental, or volunteer established rules:
    - Any verbal or written complaint received from parents, volunteers or others will be referred to the SEBA organization.
    - SEBA shall hold a hearing prior to any person being dismissed from a volunteer position.
    - The volunteer shall receive notification from the SEBA association regarding location, time and date of hearing.
    - The volunteer may attend this hearing and will have an opportunity to speak on their own behalf.
    - The volunteer in question shall be notified by the SEBA association within 7 days of the hearing.
    - The decision of the SEBA association shall be final.
    - A 2nd offense will result in an automatic suspension, the length of the suspension will be determined by the SEBA association.
    - A 3rd offense will result in a complete ban from team and SEBA association related activities for the remainder of the year. This ban will be enforced for all fields, across all cities that have teams participating in SEBA activities.

Parent / Volunteer Name: _____

Parent / Volunteer Signature: _____ DATE: _____