SMCBL – 2017 QUICK REFERENCE RULES

	6/7 Grade	8/9 Grade & 10/11 Grade
GAME START TIME	6:15 pm	6:15 pm
GAME LENGTH (INNINGS)	7 or called by umpire due to darkness	7 or called by umpire due to darkness
LEGAL GAME (INNINGS)	4	4
BASE LENGTH	75'	90,
PITCHING DISTANCE	54' (field dependent)	60' (field dependent)
PITCHING RESTRICTIONS (PER	3 innings per game and 6 innings in 3 consecutive	6 innings per game and 12 innings in 3 consecutive days.
GAME/PER WEEK)	days.	1 pitch thrown = 1 inning pitched (IP)
	1 pitch thrown = 1 inning pitched (IP)	IP reset on first day of end of season tournament.
	No curveballs.	
COURTESY RUNNER	IP reset on first day of end of season tournament. Last out for pitcher, catcher or injured player	Last out for pitcher, catcher or injured player
COUNTEST KONNEK	Last out for pitcher, catcher of injured player	Last out for pitcher, catcher of injured player
BALK RULE	1 dead ball warning per pitcher unless base runner	1 dead ball warning per pitcher unless base runner advancing
	advancing (then a balk is called)	(then balk called)
FIELDERS	9 (4 innings max at one position, except catcher)	9 (4 innings max at one position, except catcher)
	minimum of 7	minimum of 7
CLEATS/SPIKES	Molded plastic/rubber only.	Molded (plastic/rubber) and metal cleats/spikes allowed.
	NO metal cleats or spikes.	
BASE STEALING	All (no head first sliding unless returned to base)	All (head first sliding allowed)
LEAVING BASE/LEADING OFF	Runner may lead off.	Runner may lead off.
DROPPED 3RD STRIKE	Batter becomes runner if 1B is unoccupied.	Batter becomes runner if 1B is unoccupied.
INITENITIONIAL MALICO	Batter is OUT if two steps are made to dugout.	Batter is OUT if two steps are made is to dugout.
INTENTIONAL WALKS	Pitcher/coach may notify umpire and batter takes	Pitcher/coach may notify umpire and batter takes 1st base or
DUNTING	1st base or throw 4 called balls.	throw 4 called balls.
BUNTING INFIELD FLY RULE	Yes when play at 2rd have with ruppers on 1st and	Yes when play at 3rd been with ruppers on 1st and 3rd been
INFIELD FLT ROLE	Yes, when play at 3 rd base with runners on 1 st and 2 nd base or loaded – ump deems ball catchable by	Yes, when play at 3rd base with runners on 1st and 2nd base or loaded – ump deems ball catchable by infielder.
	infielder.	or loaded – drift deems ball calculable by inflielder.
BATS	2 1/4" youth barrel (unlimited drop) or	8/9 Grade: 2 3/4" barrel size max (-5 drop).
	2 1/2" – 2 3/4" barrel max (-10 drop).	10/11 Grade: 2 5/8" barrel size max (-3 drop).
BASEBALLS	DOL-A	DOL-A
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MERCY RULE	7 runs max per inning.	10 run-rule after 5 complete innings
	10 run rule after 5 full Innings	

^{*} Please see South Metro Community Baseball League 2017 Handbook for complete rules and policies