

2024
South Dakota Amateur Baseball
League Specific Rules

(as of 6-15-24 as reported by District Commissioner or League Officer)

Northern Plains League

No league specific rules at this time.

South Central League

No League specific rules reported at this time.

Black Hills League

All rules for South Dakota Amateur Baseball, as outlined in the by-laws, govern, except for the following rules adopted by Black Hills Amateur Baseball which will be followed for league play only! These modified rules, based on MSBL rules, were adopted to allow more players to experience playing time during league play!

Offensive:

A team may start a game with no less than 8 players. Each manager has the prerogative to bat as many players in his initial lineup as long as there are at least (8) hitters. If the manager wishes to add players to the bottom of the lineup (i.e. hitting positions 10, 11, 12, 13, etc.), he may do so at any time. Added players to the bottom of the lineup may be added as individual hitters or as A/B(explained later). If a player is pinch hit for, he may not re-enter the game as a hitter, but may stay in the game defensively. Batters may not be deleted or skipped over, regardless of their batting position or when they were added to the game. If a team increases the size of their lineup to 15 hitters, they must always have 15 hitters in their lineup.

An exception exists to this aspect of the rule. If a player is forced to leave the game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced batter's place. If there are no reserves who can replace the individual, the spot is skipped and all hitters below that position move up. The first time this vacated spot comes up in the batting order, an out will be assessed. After that one time, no out will be recorded for skipping the spot vacated by the displaced player.

A team may declare at the time that lineups are exchanged prior to the start of play that batting order positions will be occupied by two (2) players in each such batting position. That is, 9A/9B, 10A/10B, etc. The first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be used. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of the A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player. A/B players may also be added to the bottom of the lineup as indicated above.

Defense:

All players may be substituted for. At any time, except for the pitcher. Defensive players need not be in your batting order. In regards to substituting for the pitcher, if he is removed from the mound, he may only re-enter as a pitcher once in a game and must wait until the start of the next inning before he can resume pitching regardless of whether he stays in the game (i.e. as the right fielder).

Sioux Empire League

1. League Designation
 1. Amateur baseball to be played by the league.
 2. Straight season.
 3. All league game are to be for 9 inning. When a double-header is scheduled, teams may agree to play 2 seven inning games. The first game to be the league game.
 4. The 10 run rule applies at the end of 7 inning, or any following complete inning. The 15 run rule applies after 5 inning.
 5. League dues: 15 dollars a year unless changed the next year.
 6. Game times are agreed at time of scheduling
 7. Team manager or field captain are the only team member authorized to dispute and umpire decision.
 8. If the manager goes to the mound twice in one inning, the pitcher must be removed from the position for at least one batter. If a playing manager approaches the mound for a period of longer than 30 seconds, he will be charged with an official trip to the mound. The plate umpire will inform him of charged trip to the mound.
 9. Use 1minute State Tournament rules between innings.
 10. The manager has the option to give a batter an automatic walk.
 11. The Team Manager can insert a substitute runner for the pitcher or catcher as long as the substitute has not been previously, officially in the game. Can run for catcher with 2 out in they want to.
 12. Approved Baseballs are the Wilson A10 High Seam or the Flat Seam. 13. The Home team will provide 2 umpires for league home games.
 14. Players must wear a batting helmet while batting. Refusal to comply with this rule will call for ejection from the game. The catcher must have a helmet and the baserunner too.
 15. All teams must have team insurance prior to their first practice or game. Proof is needed by the league president on June 1st along with contracts.
 16. Umpire Ejection: If a player is thrown out of a game, he must sit out next league game or playoff game. If a player touches an umpire it is a 100 dollar fine and 1 year suspension. An umpire may write to the league president and a 3 to 5 game suspension may be put in with the Commissioner's permission.
 17. D-H Rule: American League Rules are in effect. The Pitcher must come out of the game when removed from the mound or take someone else's position.
 18. Must have 9 players to start game and 8 to finish game.
 19. You can have as many players as you want on your roster.
 20. A player is frozen on a team unless released.
 21. Umpire pay: 65 dollars a game unless Manager and Umpire decide something else.
 22. Breaking Ties: Head to Head with next team in place.

State Line League

State Line League has free substitution for any position but the pitcher. State Line League still has free substitution, but with one caveat: if your pitcher is DH'ed for to begin the game and is subsequently pulled, he can't re-enter.

Eastern Dakota League

Rule 3-1-3: Any of the STARTING PLAYERS may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the SAME position whenever he is in the LINEUP. (For clarification, this speaks to the batting order.) The pitcher is governed by the provisions of Article 2 (below). A SUBSTITUTE who is withdrawn may NOT re-enter. A starting pitcher who is replaced in the top of the first inning while his team is at bat shall be governed by the provisions of Articles 1 and 2 (below).

Rule 3-1-1: After the umpire has received the official lineup card prior to the game, the player listed as pitcher shall pitch until the first opposing batter has been put out or has advanced to first base. In any other case, a substitute may replace a player of his team when the ball is dead and time has been called. The umpire-in-chief shall record any reported substitutions on the lineup card and then announce immediately any change(s) to the opposing team. Projected substitutions are not allowed. In each of the following situations, the ball is declared live by the umpire-in-chief. Should there be no announcement of substitutions, a substitute has entered the game when the ball is live and:

- a. a runner takes the place of a runner he has replaced,
- b. a pitcher takes his place on the pitcher's plate,
- c. a fielder reaches the position usually occupied by the fielder he has replaced, or
- d. a batter takes his place in the batter's box.

PENALTY: If the starting pitcher does not face one batter, he may play another position, but not return to pitch.

For discovery of an illegal player (2-36-3) on offense by an umpire or either team, that player shall be called out and restricted to the bench/dugout for the duration of the game. An illegal player discovered on defense shall be restricted to the bench/dugout for the duration of the game. If a restricted player re-enters the game on offense, he shall be called out immediately and ejected upon discovery by an umpire or either team. If he is a defensive player, he shall be ejected upon discovery by an umpire or either team.

The penalty for illegal substitution shall supersede the penalty for batting out of order.

If the player should score a run, advance or cause a play to be made that allows another runner(s) to advance, discovery must be made by an umpire or either team before the first pitch to the next batter of either team. This would invalidate the action of the illegal offensive player. Any out(s) made on the play stands and all other runners return to the base(s) occupied at the time of the pitch.

An illegal player on defense shall be replaced immediately upon discovery by the umpire or either team. If an illegal player on defense is involved in a play, and the infraction is discovered by an umpire or either team prior to the first pitch to the next batter of either team, the team on offense has the option to let the play stand or to allow the batter to bat again.

Any player for whom an illegal player substitutes may re-enter only if he is eligible to do so under the re-entry rule (3-1-3).

Rule 3-1-2: If a pitcher is replaced while his team is on defense, the substitute pitcher shall pitch to the batter then at bat, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made. To ensure that the requirements of this article be fulfilled, the umpire will deny any coach-defensive player conference that will violate the rule. If a pitcher is incapacitated or guilty of flagrant unsportsmanlike conduct, this rule is ignored. A player may be removed as pitcher and returned as pitcher only once per inning, provided the return as pitcher does not violate either the pitching, substitution or charged conference rule. If the pitcher, because of an injury or being incapacitated, is replaced as pitcher and the above rule is not satisfied, or if his replacement requires more warm-up throws than permitted in 6-2-2 exception, he cannot return to the game as a pitcher.

Rule 2-36-3: An illegal substitute is:

- a. a player who enters or re-enters the game without eligibility to do so, or
- b. a player who re-enters the game in the wrong position in the batting order, or
- c. a player who enters the game on defense while the player for whom he is batting is on defense, or
- d. when the player for whom the DH is batting enters the game as a batter or runner in a different position in the batting order, or
- e. a player who violates the courtesy runner rule.

Rule 6-2-2 (applicable portion referenced in Rule 3-1-1): When a pitcher is replaced during an inning or prior to an inning, the relief pitcher may not use more than eight (warm-up) throws. (In other words, if a player replaces a pitcher and is awarded more than eight (8) warm-up pitches due to injury or incapacitation, the previous pitcher may not return to the mound, regardless of whether he remains in the defensive lineup.)

NOTE: There is no stipulation regarding the duration prior to a starting player re-entering. (i.e.--There is no requirement that a substitute has to play a certain number of innings, nor is there a requirement that a substitute must bat prior to the starter replacing him.)

NOTE: No player who has been removed from the lineup may be used as a courtesy runner for the catcher under any circumstances. Only those players who have not yet entered the game either offensively or defensively may be utilized as a courtesy runner for the catcher.

NOTE: If a pitcher has been replaced in the lineup either for an offensive or defensive substitute, that player may re-enter the game on offense or defense in accordance with Rule 3-1-3, but he may NOT be utilized as a pitcher again during that contest.

Pony Hills League

Ejection Rule—No specific league action was taken. We will use the rules set aside by the SDABA. In the case of an incident, it will be the job of Brock Sundall as the Commissioner and Roger Randall as the League President to investigate the incident, hearing the sides of the umpire and ejected player.

Courtesy Runner for Catcher at any time

If a player has been taken out of the game, he cannot be a courtesy runner for the catcher.

No Re-entry

EH Rule - An EH (Extra Hitter) can replace a fielder, then a fielder must be removed from the game with no re-entry allowed. If you start with 10 players, you need to finish with 10 players. If you don't/can't finish with 10 players, when that player comes to bat, there will be an automatic out.

Sunshine League

Number of Players Teams must have nine (9) players on the field to start a game, but may finish the game with eight (8).

Courtesy Runners You may courtesy run for both the pitcher and the catcher. The same runner can be used for both the pitcher and the catcher in the same inning, after the runner is no longer on the basepaths. You may use a courtesy runner for both the pitcher and the catcher in the top of the 1st inning.

Re-entry Only a starting plate is eligible to re-enter a game with the exception of the pitcher/DH. The player must re-enter in the same spot in batting order and each player may only re-enter once.

NFHS DH For Anyone You may DH for anyone in the lineup - not just the pitcher, as permitted in NFHS Rule 3-1-4.

Rain Delays/Rain-outs If a game is suspended before an official game - 4 ½ innings if the home team is winning, 5 if the away team is winning - the game will restart at the point of interruption. If the game is rained out after an official game, it is considered an official game and the score is final. In case of rainout before an official game, the game will restart at the point of interruption. Players present in the original line up must remain in the same spot in the batting order upon resuming game. Otherwise, the substitution rules apply to the continued game as if it were a new game.

Ejection Policy If ejected, the player/team must pay a \$100 fine to the league before the next game. If the ejected player plays the next game without paying a fine, it will be another \$100 fine. If the player plays another game without paying the fine(s), that game will be forfeited due to playing an ineligible player.

Disputes In the case of a dispute, after both umpires and managers have discussed the issue, it is up to the umpire's discretion to resolve the issue at that time.