

Sioux Empire Baseball Association

Seventh/Eighth Harmodon League

Division Snapshot

- This division is intended for players who are in seventh and eighth grade during the Jan/Feb registration period.
- Teams are formed using the SEBA Team Formation Process, which forms teams first by the school children attend
- Each team will have a maximum roster of 14 players whenever possible
- Each team will have a head coach and up to two assistant coaches
 - No new head or assistant coaches will be allowed as long as the original coach's child is still on the team
 - Each coach's child will participate on the team their parent coaches
- Players must play in at least 50% in order to be end-of-year tournament eligible
 - Exceptions will be made in cases of injury and illness
- 7th/8th Harmodon League will use Field #5, Field #6 and Field #7 at Harmodon Park
 - These fields have a 54' mound and 80' bases
- Metal spikes are allowed
- USA, USSSA, BBCOR, and wood bats are allowed
- Scores and standings will be kept for the purpose of seeding the end-of-year tournament

Division Rules - American Legion Baseball rules will be followed, with the following exceptions:

- Games will be scheduled for seven innings
 - No new inning will begin after one hour and forty-five minutes
 - The first pitch of the game will begin the game clock
 - If the home team is ahead when time expires the following will occur:
 - If the away team is batting, the game will end after the visitor's at-bat, assuming the home team is still ahead
 - If the home team is batting, they will not finish their at-bat and the game will end
 - Games may end in a tie
 - Extra innings will not be played
 - If a game is called prior to four complete innings (3.5 innings if the home team is ahead), due to weather, the game will be suspended
 - The time-limit will reset when play is resumed
 - Coaches must compare books prior to leaving to confirm accuracy
 - The following run rules will be in place:
 - 15 runs after 4 innings
 - 10 runs after 5 innings
 - If a run rule comes into play, the defensive innings rule become void
 - Once a team is ahead by 10 or more runs, they may not steal
 - They may still advance on passed balls and wild pitches
 - There will be a maximum of eight runs scored per half inning
- A minimum of eight players is required to start a game. When batting, the ninth position will be an out.
 - If a team has fewer than eight players, a forfeit will be recorded

- If a team has fewer than eight players, the last batter(s) from the other team will play outfield to allow for a standard defense
- All players must play at least three defensive innings per game.
 - It is recommended that players be afforded the opportunity to play as many positions as possible throughout the season
- All players must bat in the lineup
 - Players who show up late will be added to the bottom of the batting order
- Intentional walks are not allowed during league play
 - An intentional walk may be issued one time during end-of-year tournament games
 - In this case, the coach notifies the umpire of the intentional walk and the player goes to first base
 - Pitches are not credited to the pitcher
- The following courtesy runners may be used:
 - Catcher – any # of outs
 - Pitcher – two outs
 - The courtesy runner must be the last available out
- The following pitching regulations will be utilized for the 7th/8th Harmodon League:
 - Maximum daily pitch count – 85 pitches
 - Required rest periods are as follows:
 - Zero days rest – 1 to 30 pitches
 - One day rest – 31 to 45 pitches
 - Two days rest – 46 to 60 pitches
 - Three days rest – 61 to 75 pitches
 - Four days rest – 76 to 85 pitches
 - Additionally, no pitcher may pitch three days in a row
 - Once a pitcher is removed from the mound, they may not pitch for the remainder of the game.
 - A pitcher who pitches less than 30 pitches in the first game of a double header may pitch in the second game, throwing no more than 85 total pitches for the day
 - Balks will be called
 - Each pitcher will be given one warning before bases are awarded to runners
 - Note – coaches need to monitor for signs of fatigue
 - It is recommended that players do not pitch and catch on the same day