

South Dakota Class A Baseball Program Rules for 16U, 13U, 14U, 13/14 combined

The South Dakota Class A Baseball Program will be following the American Legion Baseball Rulebook for all rules unless it is addressed or specified in the rules below.

Eligibility

1. Team: Any team that meets the below list of requirements is eligible to register within the South Dakota Class A Baseball Program:
 - a) Teams must be sponsored by the recognized local community baseball association within the state of South Dakota. All associations will be named in the South Dakota Class A Baseball Program By-Laws.
 - b) Teams must be recognized as the base school affiliate to a AA school by the South Dakota High School Activities Association (SDHSAA)
2. Players: Competition is open to boys and girls who meet the age and resident eligibility below:
 - a) Eligibility for the Class A Baseball program will follow player eligibility guidelines of American Legion Baseball.
 - b) January 1st will be used as the date of birth cutoff date. For example: The age the player is on December 31st will be the age division the player can compete in. If player is age 16 on December 31st, player may play at 16u age level.

Designated Hitter

1. An extra hitter (EH) may be used at the 13U and 13/14 combined levels. Use of an EH must be determined prior to the game and must be included in the lineup cards presented to the Umpire in Chief. If an extra hitter (EH) is used, there can be no designated hitter (DH). The extra spot in the batting lineup due to the EH must remain throughout the entire game. Players are locked into their spots in the batting lineup with regular re-entry rules applying. If a coach runs out of players and can no longer fill that EH spot in the lineup, it will be recorded as an out.

2. Designated Hitter:

A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A designated hitter for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the Umpire in Chief.

The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers.

It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a designated hitter for that game.

Pinch hitters and pinch runners for a designated hitter may be used. Any substitute hitter or runner for a designated hitter becomes the designated hitter. Following re-entry rules, the replaced designated hitter may re-enter the game in his original spot in the batting order in the capacity of designated hitter only. A designated hitter may not pinch run.

The designated hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order.

A designated hitter is “locked” into the batting order. No multiple substitutions may be made that will alter the batting rotation of the designated hitter.

The role of the designated hitter is terminated for the remainder of the game when:

1. The game pitcher is switched from the mound to a defensive position; this move shall terminate the designated hitter role for the remainder of the game.
2. A pinch hitter bats for any player in the batting order and then enters the game to pitch; this move shall terminate the designated hitter role for the remainder of the game.
3. The game pitcher bats for the designated hitter, this move shall terminate the designated hitter role for the remainder of the game. (The game pitcher may only pinch-hit for the designated hitter.)
4. A designated hitter assumes a defensive position; this move shall terminate the designated hitter role for the remainder of the game. A substitute for the designated hitter need not be announced until it is the designated hitter’s turn to bat.

Substitution Rules

Any player in the official starting batting lineup who is substituted for may re-enter the game into his/her original spot in the lineup. If a team is down to eight players for any reason, there will be an automatic out assessed for the missing spot in the batting lineup. All other substitution rules will follow the American Legion Baseball Rulebook.

Courtesy runners may be used for both the pitcher and catcher. Cannot be the same player courtesy running for both positions.

Pitching Rule

The following are the pitch limits and rest requirements for the different age divisions of the South Dakota Class A Baseball Program. Coaches within the program are expected to keep a pitch count total every game and follow these guidelines throughout the season. These guidelines need to be recommended at South Dakota Class A regional and state tournaments as well as community association sponsored tournaments throughout the season. For post season tournaments, the Class A program will enforce the Jr. Legion pitching requirements for tournament play.

The pitcher must be removed when he/she reaches the limit for their age group noted below. The pitcher may remain in the game at another position.

Pitch Smart Guidelines

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
13U and 13/14 combined	95	1-20	21-35	36-50	51-65	66+
14U	95	1-20	21-35	36-50	51-65	66+
16U	100	1-30	31-45	46-60	61-75	76+

Exception: If a pitcher reaches the limit imposed above for his/her age division while facing a batter, the pitcher may continue to pitch until any one of the following occurs:

1. That batter reaches base
2. That batter is retired
3. The third out is made to complete the half-inning or the game.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

A player may be used as a pitcher in up to two games in a day if that pitcher is under the zero days of required rest pitch limit after the first game. If the player pitched more than the zero days limit in the first game, that player may not pitch in the second game on that day.

Tournament Play Pitching Rule:

Coaches are expected to continue to keep track of pitch counts and follow the Pitch Smart guidelines during tournament play. However, the following Tournament Innings Pitched Rules will be enforced. Tournament Pitching Rules are listed as follows:

For 16U: No player may pitch more than a total of 10 innings during any consecutive three-day period. No player may make more than three appearances as a pitcher during any consecutive three-day period. **PENALTY** – The game shall be forfeited if a protest is filed with the umpire-in-chief before the last out of the game.

For 14U and 13U: No player may pitch more than a total of 8 innings during any consecutive three-day period. No player may make more than three appearances as a pitcher during any consecutive three-day period. **PENALTY** – The game shall be forfeited if a protest is filed with the umpire-in-chief before the last out of the game.

1. Should a double or triple play cause a pitcher to exceed the permitted innings in three consecutive days, that action in and of itself shall not be construed as a violation of this rule. Player must immediately be removed from the game when this situation occurs.
2. Any player may be removed from the pitching position and remain in the game at another position. However, a pitcher will be automatically removed when a coach makes two trips to the mound in the same inning, and that player cannot return as a pitcher in that game.

PENALTY – Forfeiture of the game if a protest is filed with the umpire-in-chief before the last out.

For this rule violation, the official scorekeeper must record 10 1/3 innings (16U) or 8 1/3 innings (14&13U)

3. The program shall use the same suspended game rule as the Legion program. However, in the Class A program, a pitcher is only permitted to pitch 10 innings in three days (16U) and 8 innings (14&13U).

** Class A Tournament Play Pitching Rule shall be used in all district, area, zone and state tournaments.*

Game Duration and Run Rule

All Games shall be 7 innings duration unless:

A team is leading by 10 runs at the end of 5 innings, 4 ½ innings if the home team is leading by 10 runs, or if a team is leading by that number of runs any complete inning thereafter.

Time limits will not be allowed for South Dakota Class A Regional and State tournament games or for regular season region games that count toward tournament seeding. For all other South Dakota Class A tournaments and regular season games, time limits will be allowed if or when it is decided by tournament officials or mutually agreed upon by coaches. Time limits will begin with the first pitch and noted by the umpire and chief. Game time limits that will be used if a time limit is imposed on a regular season or tournament game for all age divisions of the South Dakota Class A Baseball Program:

No new inning may start after 2 hours. Once a team has taken the field, a new inning has started. In the event of rain, game times may be reduced.

In case of inclement weather or curfew: Region game will revert back to last complete inning if 5 innings have been completed or 4 ½ innings have been completed if the home team is leading. If the minimum amount of innings has not been completed then the game will be suspended and will resume at the exact point where the game was suspended.

Bat Requirements

16U: All bats cannot be lighter than -3 ounces with the barrel not being larger than 2 5/8 inches in diameter. All bats must be BBCOR certified and stamped on the bat.

14U: All bats cannot be lighter than -9 ounces with the barrel not being larger than 2 5/8 inches in diameter. Bats must be 1.15 BPF USSSA certified and stamped on the bat.

13U and 13/14 combined: All bats cannot be lighter than -9 ounces with the barrel not being larger than 2 5/8 inches in diameter. Bats must be 1.15 BPF USSSA certified and stamped on the bat.

Tournament Host Guidelines

1. 14U and 16U teams will play in a state regional tournament. In the event that there are 8 or less member teams in the South Dakota Class A Baseball Program at the 16u Division, all teams will be eligible to participate in State Tournament.
2. 13U and 13/14 combined – No regional tournament. All teams will be eligible to participate in the State Tournament.

Additional Information

- Tournament director will resolve any situation that arises that is not covered by these rules.
- Outside of an Innings Pitched Protest, Games may not be played under protest. Umpires may consult with tournament director for rule clarifications.
- Please have your team clean the dugout after each game.
- Unsportsmanlike behavior is subject to ejection from the game/tournament upon the umpire's discretion.
- First team (top team) listed on bracket sheet will occupy 3rd Base dugout.
- Coin flip will determine home team in pool play games only. Higher seed will be the home team in championship bracket play. If tournament is not seeded then coin flip determines home team for all games.
- Home team is responsible for keeping the official book.