



HANDBOOK

Updated 2025



South Central Minor Baseball League Handbook Updated 2025



Links on SCMBL website:

[Current SCMBL Executive](#)

[Current Season Conveners](#)

[Current Season Town Reps](#)

Previous league and provincial champions can be found clicking on the CHAMPIONS menu at www.scbaseball.ca.

President Rotations:

2022 & 2023 – Morden

2024 & 2025 – Morden

2026 & 2027 – Winkler

2028 & 2029 – Plum Coulee

2030 & 2031 – Altona

2032 & 2033 – Rosenort

*Rotation is Morden, Winkler, Plum Coulee, Altona, Rosenort, Lowe Farm, Carman, Miami rev. Jan. 2025

**Morden skips the next turn in the rotation due to the 4 year term from 2022-2025



Table of Contents

• Registration Procedures	Page 4
• Community Obligations	Page 4
• Coaching Certification	Page 5
• AAA Coach Info	
• Umpires	Page 5
• 11U Team Formation and Provincials	Page 6
• 13U Team Formation and Provincials	Page 7
• 13U AAA/AA Information	
• 15U Team Formation and Provincials	Page 8
• 15U AAA/AA Information	
• 18U Team Formation and Provincials	Page 9
• 18U AAA/AA Information	
• League Standings	Page 10
• Game Sheets	
• Pitch Counting	
• Convener Responsibilities	Page 11
• Honorariums	Page 11
• Discipline Procedure	Page 11
• SCMBL Division Ages	Page 12
• SCMBL Special Rules	Page 12
• Overage Players	
• Alternate Players	
• Age Category Rules	Page 13
• 11U Rules	Page 13
• 13U Rules	Page 15
• 15U Rules	Page 16
• 18U Rules	Page 17
• Pitch Count Rules	Page 18
• Pick Up Procedures	Page 18
• Release and Transfer Information	Page 19
• Pitch Count Rules from Baseball MB Handbook	Page 20



Before the Season Begins

Registration Procedures

Registration for all teams to be done through RAMP and completed no later than May 15th. Please ensure your team names are listed correctly in RAMP as those names will transfer over to the SC website and the pitch count app.

SCMBL Registration Fees revised for 2024 season

	SC Fee	Baseball MB Fee	Total (Per Player)	League Tournament Fee (Per Team)
Rally Cap	\$20	\$17	\$37	
Grand Slam	\$20	\$25	\$45	
11U	\$20	\$37	\$57	\$300
13U	\$20	\$37	\$57	\$300
15U	\$20	\$37	\$57	\$300
18U	\$20	\$37	\$57	\$300

Community Obligations

A town/community must have a representative present at any/all league meetings. A club association will be fined \$100 if a representative does not show up for an SCMBL meeting rev. February 10, 2019

If a town/community has 2 teams in an age category, one team MUST be registered in Tier 1.

Communities must declare by June 1st if a team isn't able to participate in the league tournament/playdowns. If a team drops out after June 1st a \$300 fine will be paid to SCMBL.

Communities must ensure that all coaches have the appropriate certification for the levels they coach at. Information on coaching certification can be found [here](#) on the Baseball MB website.

To be eligible for the league tournament/playdowns, players must play in at least 25% of the league scheduled games.



Information Required from Town Reps

- Ensure that coach & manager info is input into RAMP for each of your teams. Coaches & managers should have both their email address and cell number in their contact info. The **DEADLINE is MAY 1**.
- Submit all player and team registrations into the RAMP Registration website using the administrative privileges obtained from Baseball MB.
 - If possibly, include jersey numbers in RAMP to make it easier to select pitchers in the pitch count app.
- Collect and deliver ALL league registration fees to the league registrar **NO LATER THAN MAY 15. There will be a late fee of \$25/day (maximum \$100).**

League Tournament Hosting Info

- When hosting a league championship, ensure that the convener has all the required information, and that there are sufficient diamonds available to complete the tournament.
- Pitching Mounds are required for all league tournaments.
- Back-up facilities **MUST** be arranged in case of interruption due to rain or other unforeseen circumstances. (This responsibility can be delegated to the participating teams) but ultimately it falls on the host.
- No league tournament can be canceled without consultation with league convener.

Coaches Certification Requirements

Respect in Sport is required for all coaches/managers in all categories. Failure will result in lost league bond. This is a no charge course that can be found on the [Baseball MB Website](#).

The Rule of Two is also a mandatory course for all coaches and managers. To complete the Rule of Two training you will need an NCCP number. The course can then be completed by going to “The Locker” on the [Coach Canada Website](#).

- Contact Baseball Manitoba (James Zamko – 204-925-5763, or [email](#)) to verify your certification status or courses required.
- You can also check your personal status on the [NCCP Website](#). You will need to create a login account.

AAA Team Coaches

- Prospective coaches must apply by email by **December 15th** to the president of SCMBL (southcentralminorbaseball@gmail.com) and Matt Friesen (friesenmatt4@gmail.com) in order to be considered for the following year.

Umpires

- Umpires **MUST** be at least Level 1 certified. Each community is responsible to make sure this happens.
- The local UIC will assign postings for league tournaments/playdowns. The SC UIC will assign postings for Provincials.
- Please check playoff dates and make yourself available for these dates.

Baseball Manitoba Meetings

SCMBL President (and designate) fees will be paid – for the Baseball MB Awards banquet and AGM (spring) and Semi-Annual AGM (fall) – including hotel fees/mileage/meals, etc.



Team Formation Guidelines and Provincial Options

11U Provincial Tournaments

- 11U Tier 1
- 11U Tier 2
- 11U Tier 3
- 11U AA

11U League Play

SC will continue to have local associations/towns make teams that are as even as possible for league play.

At the end of the season the top 6 teams would play in a league tournament to be the Tier 1 & Tier 2 rep. The tournament winner would be the Tier 1 rep and have priority when it comes to pickups. The 2nd place team would be the Tier 2 rep.

Teams 7-12 would play in a league tournament with the winner of the tournament being the Tier 3 rep. The balance of the teams can play in a consolation tournament (provided a community steps up to host).

Teams are allowed to pick up a max of 4 players for provincials. The order for pickups is as follows: Tier 1 rep selects all of their pickups, then Tier 2 rep selects their pickups, then finally Tier 3 rep selects their pickups. All players are available to be picked up for any tier.

11U AA Provincials

Local associations/towns are able to make an all-star team from their club players to make a AA level team. Local associations/towns with fewer than 15 registered players can amalgamate to make a AA team. The combined total number of 11U registered players between the associations must be less than 40.

Players on the AA teams will still be able to compete in the Tier 1, 2, or 3 provincials – as those tournaments will occur on different weekends. AA teams are not allowed pickups for provincials.

The expectation is that there will be more AA teams than spots available at provincials. If this is the case, regional playdowns will be held to declare a SC AA provincial rep. If there are more open spots than there are teams, SC may have more than 1 team participate in AA provincials.

11U AA teams that do not qualify for provincials are encouraged to consider registering for the 11U Prospects Tournament.



13U Provincial Tournaments

- 13U Tier 1
- 13U Tier 2
- 13U Tier 3
- 13U AA
- 13U AAA

13U League Play

Tier 1

The expectation in SC would be that any local association with enough players to make 2 teams (or more) would have 1 team participate in Tier 1 league play (similar to what we used to call AA in SC). The local association can have tryouts or choose to go with only major age players if they'd like.

The Tier 1 provincial rep would be the Tier 1 team that wins the end of season league tournament or playdown.

Tier 2/3

For associations that have a Tier 1 team, the remaining players will play in Tier 2. If a local association still has enough players for 2 Tier 2 teams, those teams would be made by selecting equal teams as best as possible. These teams (previously referred to as "A" teams in SC) would compete in league play together – along with communities that are able to field a single team at 13u.

The Tier 2 provincial rep would be the team that wins the end of season league tournament. The Tier 3 provincial rep would be the team that finishes 2nd in the end of season league tournament.

Other Info:

The size of your community will dictate how many pickups you are allowed for Tier 1, 2, or 3 provincials (details to be provided later). The order for pickups is as follows: Tier 1 rep selects all of their pickups, then Tier 2 rep selects their pickups, then finally Tier 3 rep selects their pickups. AAA players cannot be picked up to play in Tier 1, 2, or 3 provincials. Non-AAA Tier 1 players and AA players can be picked up for Tier 1, 2 or 3 provincials.

13U AAA & AA Teams

SC 13U AAA will participate in a ½ schedule within WABA. All AAA players are required to double roster and can compete in the Tier 1, 2, or 3 provincials that their local team qualifies for – but the AAA players are not allowed to compete in AA provincials or be picked up to play in Tier 1, 2, or 3 provincials.

Players who do not make the AAA team are able to tryout for a regional 13U AA team from SC. This team will not have a league to play in but will be able to practice together throughout the season when it works, and also find exhibition games/tournaments to play in. The Wayne Tucker Tournament in Winnipeg is a good option for the AA teams.

AA players can be added as pickups for AAA provincials if the need arises. The expectation is that the SC 13U AA team will be required to participate in regional playdowns to earn a spot at provincials.



15U Provincials

- 15U Tier 1
- 15U Tier 2
- 15U Tier 3
- 15U AA
- 15U AAA

15U League Play

Tier 1

Any local association with enough players to make 2 teams (or more) would have 1 team participate in Tier 1 league play (similar to what we used to call AA in SC). The local association can have tryouts or choose to go with only major age players if they'd like.

The Tier 1 provincial rep would be the Tier 1 team that wins the end of season league tournament or playdown.

Tier 2

For associations that have a Tier 1 team, the remaining players will play in Tier 2. If a local association still has enough players for two Tier 2 teams, those teams would be made by selecting equal teams as best as possible. These teams (previously referred to as "A" teams in SC) would compete in league play together – along with communities that are able to field a single team at 15u.

The Tier 2 provincial rep would be the team that wins the end of season league tournament. The Tier 3 provincial rep would be the team that finishes 2nd in the end of season league tournament.

Other info:

The size of your community will dictate how many pickups you are allowed for Tier 1, 2, or 3 provincials (details to be provided later). The order for pickups is as follows: Tier 1 rep selects all of their pickups, then Tier 2 rep selects their pickups, then finally Tier 3 rep selects their pickups. AAA players cannot be picked up to play in Tier 1, 2, or 3 provincials. Non-AAA Tier 1 players and AA players can be picked up for Tier 1, 2 or 3 provincials.

15U AAA & AA Teams

SC 15U AAA will participate in a ½ schedule within WABA. All AAA players are required to double roster and can compete in the Tier 1, 2, or 3 provincials that their local team qualifies for – but the AAA players are not allowed to compete in AA provincials or be picked up to play in Tier 1, 2, or 3 provincials.

Players who do not make the AAA team are able to tryout for a regional 15U AA team from SC. This team will not have a league to play in but will be able to practice together throughout the season when it works, and also find exhibition games/tournaments to play in. The Wayne Tucker Tournament in Winnipeg is a good option for the AA teams.

AA players can be added as pickups for AAA provincials if the need arises.

The expectation is that the SC 15U AA team will receive a spot in the AA provincials. If there are more teams than spots, regional playdowns may be required.

New for 2024: -5 bats are allowed at 15U AA and Tier 1/2/3. 15U AAA still requires a -3 bat.



18U Provincials

- 18U Tier 1
- 18U AA
- 18U AAA

18U League Play

The plan for 2025 will be to continue with SC 18U league play as we have done in past seasons. The teams will all be categorized as Tier 1 teams.

If a local association has enough players for 2 teams, those teams would be made by selecting equal teams as best as possible.

The winner of the league tournament or playdown would be the Tier 1 provincial rep.

The Tier 1 rep will be allowed 4 pickups for provincials.

18U AAA & AA

SC 18U AAA will participate in a full schedule within WABA. All AAA players will be single rostered.

Players who do not make the AAA team are able to tryout for a regional 18U AA team from SC. This team will not have a league to play in but will be able to practice together throughout the season when it works, and also find exhibition games/tournaments to play in.

AA players can be added as pickups for AAA provincials if the need arises.

The expectation is that the SC 18U AA team will receive a spot in the AA provincials. If there are more teams than spots, regional playdowns may be required.

Other provincial info (all age groups):

- From time to time, Baseball MB will open up additional provincial spots for SC. Details on which team(s) will attend will be determined at that time.
- SC should inform Baseball MB by May 1st (absolute deadline is June 1st) of our intentions to fill the assigned provincial spots (and if multiple teams are interested in case extra spots are available).
- AAA rosters can be a bit smaller as AA players are available to AP throughout the season. AA players can play in up to 4 regular season AAA games.



League Schedule & Standings

- Available for all categories at www.scbaseball.com
- Games should be played as scheduled.
- Postponed Games
 - A rescheduled date must be confirmed by the teams within ONE week of the original date.
 - It is the responsibility of **BOTH** teams to make sure any postponed game is played.
 - If there are issues agreeing to a rescheduled date, please contact your age group convener.
- All games **MUST** be completed by the end of the schedule, unless otherwise approved by the convener.
- Any team that forfeits a game **will lose their bond**.
- Convener has the option to prioritize which game/s should be played first.

Game Report Sheets

- Available [here](#) on the SC website.
- Winning team's responsibilities:
 - Fill out the game report sheet and email it to opposing manager and convener by 9am the morning after the game.
 - Keep a hard copy in case of discrepancies/disputes
 - Game Summary sheet does not need to be attached if included in body of email rev. February 10, 2019

Pitch Counting

- Each team is responsible to track both teams' pitchers. You should check with opposition after each inning.
- Teams are required to use the Baseball MB Pitch Count App to log pitch counts after the game. You can find info and download instructions [here](#) on the Baseball MB website.
 - Teams can use the app or a paper to keep track during the game.
 - **Home team coach/manager will input the pitch count into the app within 24 hours of the game being completed.**



Division Convener Responsibilities

- Collect and input game sheet results into the website for league play.
 - Standings are tracked automatically by the website.
- Make LEAGUE playoff draw and advise teams and host community rep.
 - Conveners will work with the host sites to put together the pre-tournament information.
 - Convener to communicate to host sites that they are responsible for scheduling umpires on their own.
 - SC Tournament Draw templates are available [here](#) on the SC website.
- Ensure that the league play-off tournaments are organized and administered according to the policies of the SCMBL and MBA handbooks.
- Ensure that the host committee has SC medals for the winning team.

South Central Honorariums Process

As a way of showing appreciation to the individuals who dedicate extra time towards taking on additional responsibilities, SC would like to recognize the following:

- Umpire in Chief – to be paid an annual honorarium of \$500 per year rev. March 2024
- Scheduler – to be paid an annual honorarium of \$500 rev. March 2016
- Registrar – to be paid an annual honorarium of \$500 rev. March 2024
- Treasurer – to be paid an annual honorarium of \$500 rev. March 2024
- Age Group Conveners – to be paid an annual honorarium of \$100 rev. February 10, 2019

South Central Discipline Procedure

Incidents of concern must be forwarded to the SCMBL president via email (southcentralminorbaseball@gmail.com) within 7 days of the incident occurring. The SCMBL president will then connect with both parties and the local town representative to gather information to determine if a minor or major infraction has occurred.

The SC executive will discuss the situation and call a meeting if required. The SCMBL president and executive will be guided by the [Baseball MB Discipline Chart](#) starting on page 93 of the handbook.

All disciplined persons have a right to an appeal process through Baseball MB.



2025 South Central Minor Baseball League Rules

Division Ages

Grand Slam	age 8-9 in the current year
11U	age 10-11 in the current year (can also include 9-year-olds)
13U	age 12-13 in the current year
15U	age 14-15 in the current year
18U	age 16-18 in the current year

SCMBL Special Rules

- Over-age players (OPs)
 - Up to three over age players may play if there is no team of his/her age group in his/her town.
 - Overage players may not be more than 1 year over age and **cannot pitch or catch**.
 - An executive member or designate will assess the players skill level and make a ruling.
 - Over age players must be identified on the game sheet as OP.
 - In league championship tournaments, all teams with OP players must drop these players (**they are not eligible to play in the play-offs.**)
 - Girls may participate one year past the suggested ages without being considered an overage player (Baseball Canada rule).
- Alternate Players (APs)
 - In regular league play only, players may move up ONE age classification.
 - Clarification – a 13U player (Tier 1 or Tier 2) can AP to 15u, but cannot AP to 18U
 - APs cannot pitch or catch.
 - APs must be identified on the game sheet as AP.
 - If a player is on a higher age roster permanently, then he may pitch or catch.
 - Players can AP laterally in the same age category, as long as they **ONLY** play outfield, do not pitch or catch, and can **ONLY** bat in the last 3 in the order. rev. March 19, 2017
 - Teams may not use APs if the total number of players, not including APs, on a game sheet is 11 players rev. April 4, 2011
 - APs cannot be used in South Central Playoffs.

Special exemptions to the AP rules can be granted for a season if agreed upon by the SC exec



11U Division Rules

1. Pitching distance is 44 feet and the baselines are 70 feet.
2. The 20 inch “Killarney Plate” is to be used in all games.
3. When 11U/13U/15U community teams come to games with only 8 players (in league play only), the missing player is **NOT subject to automatic out**.
 - a. Late-arriving players are to be inserted into the lineup with no penalty.
 - b. In case of an ejection, the re-entry rule MAY NOT BE USED and the game is thus forfeited.
 - c. In case of injury see [4.03 Injury Rule](#) in the MBA Handbook.
 - i. Only players that have not been in the game are eligible.
 - d. The 8-player allowance is NOT in effect in league-playdowns. If a batting lineup consists of only eight players an automatic out is charged for the ninth position in the lineup.
4. Games are six (6) innings.
5. Run limit - **4 runs per inning**, or 3 outs, whichever comes first. Exception: Last inning will be open (no run limit). This differs from [Baseball Manitoba rules](#) and **applies to South Central league play only**.
6. If a team is up 10 runs or more after 4 innings, 3½ if home team, the game shall be declared over. If a game is called because of rain or darkness before 3 innings (2½ if home) the game shall be declared no contest and must be replayed.
7. Everyone bats: All players must be included in the batting line-up, but only up to 9 play defensively at one time.
 - a. Players may be moved in and out of the game while maintaining the same batting order.
 - b. A pitcher, once removed from the mound, cannot re-enter as a pitcher.
 - c. In the event that a player is injured, ejected or has left the game for any purpose, the spot in the batting order will be skipped and the next batter will bat. No out will be recorded for the skipped spot.
8. There are NO restrictions as to the number of pitchers that may be used in a game.
9. Any player rostered with the team is eligible to pitch. See below.
10. Pitchers and coaches MUST follow the pitch count/rest guidelines (see below).
 - a. Pitch-count must be recorded for all league, exhibition, and tournament games.
 - b. Pitchers and Catchers - [Baseball Manitoba Pitch Count Rules](#) - read it and know it.
 - c. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. A player is allowed to catch and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
11. The batter is out on the third strike (catcher does not have to catch the ball), however, the ball is live and in play (runners may advance at their own risk).



South Central Minor Baseball League Handbook
Updated 2025



12. A player MUST be hit or forced (by a walk/balk) home. NO passed-ball or catcher overthrow advances.
 - a. With runners on first and third, the catcher is encouraged to try and throw out the runner from first stealing second. Whether the catcher is successful or not, the runner from third CANNOT steal home.
 - b. Players are allowed to go home on overthrows that result from a batted ball in play.
13. **Please Note: Bunting IS NOT ALLOWED in 11U baseball** as of 2025.
14. Intentional walks issued by the coach (where pitches aren't thrown) are not allowed at 11U.
15. Players must play in at least 3 league games to be eligible for playoffs (play downs or league tournament).
16. All other rules as per [Baseball Manitoba/Baseball Canada](#) will apply.
17. Check with [Baseball Canada NCCP](#) for updated coaching requirements.
18. SC will run modified 11U rules for any game played until the last Sunday in May each year. The modified rules are:
 - a. A batter will hit off the tee after four balls (walk) has been issued. There must be contact, the pitcher must stay on the rubber and the catcher must stay in the catcher's box (with their mask on) until contact. There is no set distance the ball has to travel when hit off the tee, but it cannot be bunted. The player may not advance past 2nd base when hitting off the tee, but the runners can advance as far as they are able.
 - i. If a batter is hit by a pitch during the modified rule period, they are awarded first base and will not hit off a tee.
 - ii. If a runner is stealing on ball 4, the play continues until the runner is safe or tagged out on the steal. If the runner is caught stealing for the 3rd out of the inning, the hitter does not hit off the tee as the inning has ended. The following inning starts with the next hitter in the lineup.

*****It is the responsibility of the coach (not the umpire) to bring the tee to home plate*****

 - b. One coach is allowed to be in the outfield with the players to help with placement/advice (This saves coaches from yelling across the diamonds throughout the game).
19. Batters cannot advance past first on a walk. Runners can only advance one base per pitch via stealing/wild pitch.
20. SC 11U Games will start at 6:30pm. No new innings started after 8:30pm.
21. Home team to take infield 30mins before game start and visiting team will take infield 15mins before game start.



13U Division Rules

1. Pitching distance is 48 feet and the baselines are 70 feet.
2. When 11U/13U/15U community teams come to games with only 8 players (in league play only), the missing player is **NOT subject to automatic out**.
 - a. Late-arriving players are to be inserted into the lineup with no penalty.
 - b. In case of an ejection, the re-entry rule MAY NOT BE USED and the game is thus forfeited.
 - c. In case of injury see [4.03 Injury Rule](#) in the MBA Handbook.
 - i. Only players that have not been in the game are eligible.
 - d. The 8-player allowance is NOT in effect in league-playdowns. If a batting lineup consists of only eight players an automatic out is charged for the ninth position in the lineup.
3. Games are seven (7) innings.
4. Run limit - **5 runs per inning**, or 3 outs, whichever comes first. Exception: Last inning will be an open (no run limit).
 - a. This differs from [Baseball Manitoba rules](#) and **applies to South Central league play only**.
5. If a team is up 10 runs or more after 5 innings, 4½ if home team, the game shall be declared over. If a game is called because of rain or darkness before 3 innings (2½ if home) the game shall be declared no contest and must be replayed.
6. Everybody bats in “Tier 1”, “Tier 2”, and “AA”: All players must be included in the batting line-up, but only 9 play defensively at one time.
 - a. Players may be moved in and out of the game while maintaining the same batting order.
 - b. A pitcher once removed from the mound cannot re-enter as a pitcher.
 - c. In the event that a player is injured, ejected or has left the game for any purpose, the spot in the batting order will be skipped and the next batter will bat. No out will be recorded for the skipped spot.
7. Batting lineups are restricted to 10 players in “AAA” competition (an EH can be included in the batting lineup – following [Baseball Manitoba guidelines](#)).
8. There are NO restrictions as to the number of pitchers that may be used in a game.
9. Any player on the team roster is eligible to pitch. See #10 below.
10. Pitchers and coaches MUST follow the pitch count/rest guidelines (see below).
 - a. Pitch-count must be recorded for all league, exhibition, and tournament games.
 - b. Pitchers and Catchers - [Baseball Manitoba Pitch Count Rules](#) - read it and know it.
 - c. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. A player is allowed to catch and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
11. Intentional walks issued by the coach (where pitches aren’t thrown) and bunting are **not allowed** in 13U as of 2025.
12. Players must play in at least 3 league games to be eligible for playoffs (play downs or league tournament).
13. All other rules as per [Baseball Manitoba/Baseball Canada](#) will apply.
14. Check with [Baseball Canada NCCP](#) for updated coaching requirements.
15. There will be no modified rules for the 13U age group (as of the 2024 season).
16. SC 13U Games will start at 6:30pm. No new innings started after 8:30pm.
17. Home team to take infield 30mins before game start and visiting team will take infield 15mins before game start.



15U Division Rules

1. Pitching distance is 54 feet and the baselines are 80 feet.
2. When 11U/13U/15U community teams come to games with only 8 players (in league play), the missing player is **NOT subject to automatic out**.
 - a. Late-arriving players are to be inserted into the lineup with no penalty.
 - b. In case of an ejection, the re-entry rule MAY NOT BE USED and the game is thus forfeited.
 - c. In case of injury see [4.03 Injury Rule](#) in the MBA Handbook.
 1. Only players that have not been in the game are eligible.
 - d. The 8-player allowance is NOT in effect in league-playdowns. If a batting lineup consists of only eight players an automatic out is charged for the ninth position in the lineup.
3. Games are seven innings.
4. Run limit - **6 runs per inning**, or 3 outs, whichever comes first. Exception: Last inning will be an open (no run limit).
 - a. This differs from [Baseball Manitoba rules](#) and **applies to South Central league play only**.
5. If a team is up 10 runs or more after 5 innings, 4½ if home team, the game shall be declared over. If a game is called because of rain or darkness before 3 innings (2½ if home) the game shall be declared no contest and must be replayed.
6. Everybody bats in “Tier 1”, “Tier 2”, and “AA”: All players must be included in the batting line-up, but only 9 play defensively at one time.
 - a. Players may be moved in and out of the game while maintaining the same batting order.
 - b. A pitcher once removed from the mound cannot re-enter as a pitcher.
 - c. In the event that a player is injured, ejected or has left the game for any purpose, the spot in the batting order will be skipped and the next batter will bat. No out will be recorded for the skipped spot.
7. Batting lineups are restricted to 10 players in “AAA” competition (an EH can be included in the batting lineup – following [Baseball Manitoba guidelines](#)).
8. 15U “Tier 1”, “Tier 2”, and “AA” teams may use the regular 2 ¾” barrel bats with minus-5 length-to-weight restrictions.
9. In the 15U “AAA” level Wood or Composite bats must be used. Composite bats have a minus-3 length-to-weight restriction.
10. There are NO restrictions as to the number of pitchers that may be used in a game.
11. Any player on the team is eligible to pitch. See below
12. Pitchers and coaches MUST follow the pitch count/rest guidelines (see below).
 - a. Pitch-count must be recorded for all league, exhibition, and tournament games.
 - b. Pitchers and Catchers - [Baseball Manitoba Pitch Count Rules](#) - read it and know it.
 - c. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. A player is allowed to catch and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
13. Players must play in at least 3 league games to be eligible for playoffs (play downs or league tournament).
14. All other rules as per [Baseball Manitoba/Baseball Canada](#) will apply.
15. Check with [Baseball Canada NCCP](#) for updated coaching requirements.
16. Home team to take infield 30mins before game start and visiting team will take infield 15mins before game start.



18U Division Rules

1. Pitching distance is 60' 6" feet and the baselines are 90 feet.
2. A team may start the game with 7 or 8 players. An automatic out will be charged for the 8th and/or 9th batters (SC league rule only).
 - a. Late-arriving players are to be inserted into the lineup with no penalty.
 - b. In case of an ejection, the re-entry rule MAY NOT BE USED and the game is thus forfeited.
 - c. In case of injury see [4.03 Injury Rule](#) in the MBA Handbook.
 - i. Only players that have not been in the game are eligible.
3. Games are seven (7) innings.
4. Run limit - **6 runs per inning**, or 3 outs, whichever comes first. Exception: Last inning will be an open (no run limit).
 - a. This differs from [Baseball Manitoba rules](#) and **applies to South Central league play only.**
5. If a team is up 10 runs or more after 5 innings, 4½ if home team, the game shall be declared over. If a game is called because of rain or darkness before 3 innings (2½ if home) the game shall be declared no contest and must be replayed.
6. 9 players shall be in the batting order unless a team uses the extra hitter, which would result in 10 players in the batting order.
 - a. A pitcher once removed from the mound cannot re-enter as a pitcher.
 - b. Re-entry (See [Baseball Manitoba Handbook](#))
 - i. All players in the starting batting order shall be permitted to re-enter the game once but **MUST** bat in the same batting position. Once a pitcher has been removed from the pitching position, even though he re-enters the game, he may **NOT** pitch again.
 - ii. A **DESIGNATED HITTER** will be allowed for the pitcher only. The Ohtani rule is in effect where a pitcher who bats for himself can stay in the game as the DH after he is finished pitching. For the Ohtani rule to be in effect, the player should be listed as the DH in their spot in the batting order and then as the pitcher in the 10th spot. In this case, the same player will be listed twice on the lineup card.
 - iii. An **EXTRA HITTER** can be used if the DH is not used. EH position is explained [here](#).
7. Wood and composite bats are to be used. Composite bats have a minus-3 length-to-weight restriction.
8. There are NO restrictions as to the number of pitchers that may be used in a game.
9. Any player on the team is eligible to pitch. See below
 - a. Over-age Players are not permitted.
10. Pitchers and coaches **MUST** follow the pitch count/rest guidelines (see below).
 - a. Pitch-count must be recorded for all league, exhibition, and tournament games.
 - b. Pitchers and Catchers - [Baseball Manitoba Pitch Count Rules](#) - read it and know it.
 - c. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. A player is allowed to catch and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
11. Players must play in at least 3 league games to be eligible for playoffs (play downs or league tournament).
12. All other rules as per [Baseball Manitoba/Baseball Canada](#) will apply.
13. Check with [Baseball Canada NCCP](#) for updated coaching requirements.
14. Home team to take infield 30mins before game start and visiting team will take infield 15mins before game start



2025 Pitch Count Rules							
11U		13U		15U		18U	
#Pitches	Days Rest	#Pitches	Days Rest	#Pitches	Days Rest	#Pitches	Days Rest
1-25	0	1-30	0	1-35	0	1-40	0
26-40	1	31-45	1	36-50	1	41-55	1
41-55	2	46-60	2	51-65	2	56-70	2
56-65	3	61-75	3	66-80	3	71-85	3
66-75	4	76-85	4	81-95	4	86-105	4
75	MAX	85	MAX	95	MAX	105	MAX

Notes:

- When reaching a threshold max, a pitcher can complete the batter before a pitching change is required.
- Coaches must indicate last batter to the umpire **before** the threshold limit is reached.
- For SC league and tournament play, if a violation of the pitch count rule occurs:
 - First offence – warning to the coach and forfeiture of the game
 - Second offence – forfeiture of the game and 2 game suspension for the coach
 - Third offence – forfeiture of the game and review by SC board

Player Pick-up Procedure

- Applies to Provincial competitions
- All pick-ups must be forwarded to the league president and registrar by email
- Information to include
 - Category, division, your team name, name/phone/email of coach
 - Names of pick-ups
 - Teams they are from
- Other pickup information is found on the age category pages.
- Past practice has been to allow communities to pick from their own community teams that have been eliminated, if this is applicable.

South Central Playoff Format

- If teams are tied for the last spot to enter the playoff tourney, the first tiebreaker would be head-to-head between the tied teams, then runs for minus against between those teams tied, then total runs for minus total runs against (for the full season).
If the teams are still tied, then a wild card style game would be played. Given time restraints we'd like to avoid any wild card games being played close to the league tournament weekend if at all possible.
- The Baseball Manitoba Tie Breaking procedure for tournaments will be used to break ties in all other placings for the league tournaments. rev. Sept. 24, 2017.



Release and Transfer Information

At age groups where a community doesn't have enough registered players to field a team, those players are able to transfer to another community. An indication of transfers needs to be sent to the SCMBL executive by March 15th with final transfers completed by March 31st.

In cases where a player in an age category has been released by a community and plays for a different community in the same age category, that player **MUST** return to his/her home league/association to re-apply for a transfer the following season.

Transfer Process Within South Central:

- Before consideration of granting a release to any player, said player must register at their home centre (community club, town or region) at the time of registration.
- South Central prefers amicable discussions on movement of players. That being said, players must receive a release from their home association to go to another association's program. Players who want to move and are granted a release by their home association can choose from the next two closest associations with appropriate level programs, based on the mileage of their physical address to the nearest community (based on google measurements). rev. January 28, 2018

Transfer Process Between Regions* (i.e. From South Central to Carillon):

- Player shall request release form from league/regions they last were a member of and complete the necessary information on the Transfer/Release form. Player should then forward the form to the League/Region from which the player came from (Transferring League/Region).
- Transferring League/Region shall review and approve or deny request. If denied, it should be returned to the player. If approved, it should be completed and forwarded to the League/Region which the player wants to go to (Accepting League/Region) for completion.
- Accepting League/Region shall review and approve or deny request. If denied, it should be returned to the Transferring League/Region. If approved, it should be completed and forwarded to the South Central executive for verification.
- The South Central Executive shall advise the region/leagues of the decision.

** The 4 points above apply only for players that are transferring from another region into SC, or from SC into another region.*



South Central Minor Baseball League Handbook Updated 2025



Pitch Count Rules – Page 139 from the [Baseball MB Handbook](#)

- 1) Any player on the team is eligible to pitch and there are NO restrictions to the number of pitchers a coach may use in a game. This includes 9-year-old players in the 11U age category.
- 2) An appearance shall be defined as 1 pitch thrown or more.
- 3) Pitchers are permitted to have a maximum of 2 appearances in the same calendar day. If a pitcher requires a rest following the 1st appearance, they cannot return to pitch in the same day.
(Example: a 13U pitcher throws 29 pitches in their 1st appearance. That pitcher has not reached a rest threshold and may pitch in another game that calendar day. Another 13U pitcher throws 40 pitches in their 1st appearance. That pitcher has exceeded the no-rest threshold of 30 pitches and cannot pitch for the remainder of the day). The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. These two appearances would only occur if 2 or more games are being played on the same day.
- 4) Every pitch thrown in the game is counted (including foul tips, and all foul balls). Warm-up pitches between innings, or when a new pitcher enters the game, are not part of the count.
- 5) A pitcher cannot pitch 3 consecutive days unless a pitcher's first two (2) days combined does not exceed:
11U: 25 13U: 30 15U: 35 18U: 40 22U: 45
If a pitcher's Day 1 + Day 2 total exceeds the figure shown above (and Rule 8 was not applied), they require at least one day's rest. A pitcher cannot pitch four consecutive days. Minimally one days rest is required.
(Example: A 13U Pitcher throws 15 pitches on Day 1 (Friday). That same pitcher throws 10 pitches on Day 2 (Saturday). The two-day total is 25 pitches, which is less than the limit of 30. This pitcher can pitch on Day 3 (Sunday) to their maximum limit, which for 13U is 35.
- 6) The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest (if any) starting the next calendar day. Athletes must not exceed the maximum pitch count total for that day. If there is no official Pitch Count scorekeeper, the home team Pitch Count scorekeeper will become the official Pitch Count scorekeeper.
- 7) Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. This rule allows a player to catch and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
- 8) When a pitcher reaches the maximum number of pitches allowed for a threshold, he can complete the at-bat without the penalty on days of rest, if he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log. The coach or manager needs to acknowledge this to the umpire at this moment prior to the next pitch. The Umpire would then notify the scorekeeper.
Example: 13U Pitcher uses 10 pitches on Friday. On Saturday, the coach declares on his/her 19th pitch of the day that the pitcher will finish the batter (Using Rule 8). The pitcher finished the batter, using 4 pitches – making a 2-day total of 33. He/she will then be eligible to pitch on Sunday, being marked for 30 pitches.



South Central Minor Baseball League Handbook Updated 2025



- 9) Pitchers will be permitted to finish the batter if their maximum pitch limit has been reached for that calendar day. (e.g. 75 for a 11U pitcher, 85 for a 13U pitcher)
- 10) Intentional walks will be included in Pitch Count totals. Only pitches actually thrown will be included in Pitch Count totals. Automatic balls during an intentional walk do not count towards Pitch Count totals.
Example: if during a count of 2 balls - 0 strikes, a team signals to the umpire that a batter will receive an intentional walk, only 2 pitches will be counted for pitch count.
- 11) Required Rest shall be defined in "Days" starting at 12:01 a.m. and ending at 11:59 p.m. of the next calendar day.
- 12) A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position.
- 13) Baseball Canada's Pitch Rules that do NOT apply in Manitoba (from the Baseball Canada Rule Book – Canadian Content: Rule 6.02(3): 2-day and Rule 6.02(4) [second half]: 4 day.
- 14) All games, if stopped due to weather or lack of sunlight will be considered suspended and when play is resumed will start at the point at which they were stopped. All regular pitching rules will still be in effect and are not circumvented due to the interruption.
- 15) If a game continues past 12:01am, those pitches are counted as if pitched prior to midnight. If a game is suspended, when it resumes it is defined as a different day.