



**Seattle Elite Baseball League
2019 16U Handbook**



League Mission & Expectations

The goal of the Seattle Elite Baseball League is to provide a competitive summer baseball atmosphere between teams and organizations with like-minded principles. For this reason, organizations were chosen based on their competitiveness on the field, their organizational stability as well as their reputations in the baseball community.

League Contact Information

- **League Address**

Seattle Elite Baseball
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Monroe WA 98272

- **Directors**

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- **Umpire Contacts**

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- **WWBUA** – Mark Heavey
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NOTE: A list of Seattle Elite fields with addresses and umpire associations will be distributed to the league and posted on the league website – this will help identify which organization to contact in the case of rainouts, reschedules, etc.

- **Team Contacts** - The league will distribute a team directory prior to the season with both organizational and game day contact information for each team in the league. This will also be posted on the league website.

League Fees and Team Expectations/Requirements

- League fees for the 2019 season cover the following:
 - Elite League post-season playoffs (awards, baseballs, fields, etc.)
 - Web site hosting and maintenance costs
 - League administration
- Each team is responsible for securing and paying for field time for their home games. When playing doubleheaders, the visiting team is strongly encouraged to split the costs of the field with the host team for that day's games.
- In addition, each team is responsible for splitting the umpire costs across the league. The game fees have been negotiated with our umpire organizations and the amount due per team has been distributed via email.
- All league and umpire fees must be paid prior to the first day of the season. Any teams that have not paid will have their games cancelled until they are paid in full.



League Web Site

- The league web site is located at www.seattleelitebaseball.com
- Team rosters and league schedules will be posted on the site, along with a link to each team's official web site.
- **In-Season Site Maintenance** - The site will be updated daily during the season with the latest game results, standings, etc. Updates are dependent on the teams submitting their scores to the league in a timely fashion.
- **Off-Season Site Maintenance** - The web site will be maintained periodically during the off-season based on need (preparation for the upcoming season, league history archives, etc.)

Roster Rules & Limitations

- League rosters are due no later than **Friday, May 10th**
- The maximum number of players allowed on a team roster is 18
- Players can be added to the roster throughout the season, provided they do not appear on another Seattle Elite league team (exception – dual rostering; see below)
- **Dual Roster**
 - Players are allowed to be on no more than 2 Elite League rosters (one team at each age level).
 - Example – a player can appear on both a team's 15U and 16U league roster. However, that same player could not be on the roster of another 15U or 16U team, nor would he be eligible to be on ANY 16U or 18U roster.
 - Players may **ONLY** be dual rostered on 2 teams within the same organization.
 - Dual rostered players cannot be adjusted after the final rosters are turned in.
 - **To be eligible for post-season play**, players must have appeared in at least five (5) regular season games in the applicable age group.
- **Tampering**
 - Once rosters are turned in, players are locked on their team unless an official release (in writing) is submitted to the league from either the head coach or GM of the team.
 - We will treat other Mickey Mantle/Sandy Koufax/Pee Wee Reese rosters as if they are our own. No tampering with other players in our leagues or other comparable leagues.
 - We are promoting the Elite Leagues as first-class organizations and expect the teams in our league to act within those principles.
 - When having tryouts and recruiting players for the following season, please refrain from having contact with players whose season is not yet complete.
- If a team cannot field enough players for a game, they are able to temporarily add age-eligible players **from within their organization** to compete in that given game. Advance notice to the league and the opposing team is required in this scenario.

Season Duration

- Start Date: Sunday, 5/12/19
- End Date: Tuesday, 7/9/19
- Rain/Playoff: Wednesday, 7/10/19 – Thursday, 7/11/19
- 16U Postseason: Friday, 7/12/19 – Friday, 7/19/19

Scheduling Requirements

- Elite 16U league play will consist of 20 games – two games against each in-division team.
- Tournament games **CANNOT** be counted as one of your originally scheduled contests. However, tournament games **CAN** be used as valid reschedules for rainouts. **The league must be notified by both teams in advance** that a tournament game will be used as a league make-up to prevent any potential issues.
- Elite league games should take precedence over non-league contests when it comes to scheduling. Teams should not attempt to reschedule an originally scheduled league game to play in a non-league contest.
- League games postponed due to weather (or other circumstances) must be made up no later than **Tuesday, 7/9**.
- All teams should leave **Wednesday, 7/10 & Thursday, 7/11** open on their schedule. These dates will be used as last resort rainout dates for games that are unable to be rescheduled during the regular season. The league (with assistance from its teams) will secure field time which can be used for emergency make-up games. If necessary, games will be played in the morning and afternoon on the rain makeup day to ensure all necessary reschedules are completed.



Scheduling Requirements

- Any non-played games by the deadline of **Thursday, 7/11** will be evaluated by the board and a determination made on how those games are counted in the standings.
- **NOTE:** Teams who fail to complete their league schedule are at risk to lose their spot in future year's leagues. Whether your team is in the playoff hunt or not, you owe it to the league to play your schedule to its completion. Please note – any issues with individual teams can impact an entire organization.

Game Cancellations & Rescheduling Policy

- In the event of any type of cancellation (including rainouts), the home team is responsible to contact opponents & umpires. League contacts will be distributed; umpire contacts can be found in the 'League Contact Information' section on page 2 of this handbook.
- **Rainouts & Other Game Day Cancellations** - All rainouts must be **called in** at least 2 hours prior to game time – otherwise, umpires are paid. If you receive voice mail, leave the age group & league (Seattle Elite 16U) along with the date, time and field of the game being rained out.
- **Reschedules** – All reschedules **MUST** be in writing (via e-mail) to the appropriate umpire organization, with a CC to the league office (seattleelitebaseball@gmail.com). Please include the age group & league (Seattle Elite 16U), original game date, new date, field, time, home and visiting team when requesting a reschedule.
- If a team needs to cancel a game for non-weather related reasons, they must contact their opponent **more than a calendar week** prior to the game. Additionally, a make-up date **MUST** be agreed upon prior to cancellation. Failure to follow these rules will result in a forfeit for the team that needs to cancel.

Post-season Playoff Qualification

At the conclusion of the regular season, the top three (3) teams from each division will qualify for the post-season playoffs. Additionally, the best fourth place team (by win-loss record) will qualify. The three first place teams and three second place teams will advance to the eight-team pool play playoffs, with the third place teams and wild card (top fourth place team) competing in play-in games for the final two spots of pool play.

Post-season Tiebreakers & Playoff Format

- Tiebreakers for seeding are as follows:
 - Head-to-head results between the tied teams
 - Runs allowed in games played between the tied teams
 - Overall runs allowed in league games
 - Overall runs scored in league games
- In the case that there is a tie for the last playoff spot in a division, head-to-head results between the tied teams will be the tiebreaker. In the event that teams are still tied, a one-game playoff will be played on **Thursday, 7/11** to determine the final playoff participant. **NOTE:** If the teams involved in the tie are playing rain make-ups on Thursday, 7/11, every attempt will still be made to play the one-game playoff. If a one-game playoff is not possible based on logistics, the tiebreakers for seeding listed above will be used to determine the final playoff spot.
- The league will supply fields, baseballs and umpires for all playoff games. Additionally, the league will provide t-shirts for all players & coaches on the championship team. The league champion will also receive a trophy. This trophy will be the property of Seattle Elite Baseball– we will add the year and team name of all our champions to this trophy going forward.
- The 2019 Seattle Elite 16U playoffs will be held July 12-19, 2019. A complete schedule will be distributed to the teams during the season. **NOTE:** Admission will likely be charged at Seattle Elite League post-season contests.

Score Reporting

- The **WINNING** team is required to email the league (seattleelitebaseball@gmail.com) the result of the game within 24 hours of completion.
- The email should include the following information:
 - Age Group & Division (16U)
 - Game Date
 - Teams playing
 - Final score



Game Rules (Regular Season & Post-Season)

- League games are 7 innings in length.
- Time limits are solely based on field requirements. If there is a need to have a time limit on a game (lights go out at a certain time, another game following), the home team should discuss this at the pre-game plate meeting.
- The home team is responsible to provide Baden baseballs for each league contest (exception is the playoffs, when the league will supply the balls).
- **Mercy Rule** - There will be a **10-run** mercy rule after 5 innings (4 ½ if the home team is ahead).
- **Designated Hitter (DH)** –We will be using the high school designated hitter rule – you are eligible to DH for anyone in the lineup. If you choose to enter your designated hitter into the field, the player he was hitting for must be removed from the lineup.
- **Extra Hitter (EH)** – The extra hitter is permitted during Elite 16U contests. The following rules apply:
 - The EH is just an additional player in the batting order that can move into and out of the field on defense freely. Consider the EH the 10th defensive position.
 - Use of the EH is optional and must be declared on the official lineup card submitted to the umpires prior to the game.
 - If a team starts the game with an EH (10 players in the lineup), it must finish the game with an EH. If for some reason (injury, etc.) a team that starts with 10 players is left with only 9 eligible players, the spot of the player removed from the lineup will result in an automatic out.
- **High school rules** will be in effect for the following situations:
 - **Substitution (re-entry)** – starters are eligible to re-enter the game in their original spot in the lineup.
 - **Intentional walks** – teams simply need to request to the umpire to issue an intentional walk.
 - **Sliding** – players must go straight into the bag on force play slides; no malicious contact
 - **Possession** – players must have possession of the ball to block a base/plate.
- **Courtesy runners** - allowed **WITH 2 OUTS** for the pitcher and/or catcher. The courtesy runner must be a player not currently in the game. The same player cannot courtesy run for the pitcher and catcher in the same inning.
- **Pitching Rules**
 - There are no pitch count limitations or days rest requirements in the Seattle Elite Baseball League. Coaches are highly encouraged to use their best judgment and always consider the health of the players (as well as other pitching schedules of the players) when making pitching decisions.
 - Once a pitcher is removed from the mound, he is ineligible to return to that game as a pitcher, **even if he remained in the game at another defensive position.**
 - **Mound visits** –1 visit per inning, 2nd visit in an inning to the same pitcher must result in a change. No limit per game.
 - **Balks** – big book; balks are live balls until the conclusion of the pitch/play.
 - **Third to First move** –The third to first move is **NOT legal** in Elite League play.
- **Bat Rules** – The following regulations will be used for bats at the 16U level:
 - All bats must be a maximum of -3 between the length and weight of the bat (i.e. 33 inch, 30 oz)
 - All bats must be stamped with the BBCOR label
 - Wood bats are eligible for use in league play, but must adhere to the same standards above
 - Each team is responsible for making sure their team bats are legal – this is NOT the umpire’s responsibility. In the case where an illegal bat is used, the batter will be declared out and all base runners returned to their original bases at the start of the at-bat. Subsequent use of an illegal bat will result in the same penalty, along with a coach ejection.
- **Coaches**
 - Coaches are required to be in full uniform for Seattle Elite League play. This includes team issued hat, a team related top (jersey, jacket, sweatshirt) and baseball pants.
 - Coaches are NOT restricted to the dugout during play. If the umpires feel they are in harms way, they can require the coaches to move either in the dugout or further away from a batted ball. We will not be using the HS rule requiring coaches to be in the dugout.



Suspended Games

- If rain/darkness forces the stoppage of a game, the following rules should be followed:
 - If the game is suspended prior to the completion of the first inning, the game will be replayed in its entirety
 - If the game is suspended following the first inning, the game will be resumed where it left off
 - If the game is called after 5 innings (4 1/2 if the home team is leading), the game will be considered official
 - If an official game ends in a tie (due to rain/darkness), the game will be resumed where it left off until a winner can be declared.

Player/Coach Conduct

- Any player ejection will result in a one-game suspension from Elite League play (regular and post-season). Player ejections should be reported to the league by the offending team within 24 hours of the completion of the contest. The suspension will be served in the next Elite League game.
- The first coach ejection will NOT automatically result in a fine or suspension. Additional ejections during the season will result in a minimum one-game suspension. Additionally, if a particular coach represents themselves in a way detrimental to their team or the league as a whole, the board may review the situation and apply suspensions as deemed necessary.

Presence on the Internet & Social Media

- **Seattle Elite Baseball Web Site:** <http://www.seattleelitebaseball.com>
- **League Facebook Page:** <https://www.facebook.com/SeattleEliteBaseball>
- **League Twitter/Instagram Account:** [@SeattleElite](#)

Conflict Resolution

- As with any competitive situation, conflicts are sure to arise over the course of the season. The Seattle Elite Baseball League is committed to ruling on all conflicts in a way that (1) is fair to the teams involved and (2) good for the league as a whole. Please feel free to contact us at any time with questions/concerns/issues you have regarding Seattle Elite Baseball.