

# **NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION**

## **LOCAL RULES — FALL 2003**

### **LOCAL RULES — DIVISIONS OF THE RULES**

#### **LOCAL RULE**

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**ELIGIBILITY FOR FALL BALL:** The purpose of the Fall Ball program is to afford players who may play Pony level baseball in the regular 2004 season an opportunity to play in the fall, sharpen their skills, and learn new skills. This is particularly important for players moving from the Little League or equivalent programs to the Pony League or equivalent programs. Accordingly, no player who will be age-ineligible in 2004 to play Pony baseball is permitted to play baseball in the fall ball program. For fall ball, if a player was eligible to play as a twelve-, thirteen- or fourteen-year-old player (or equivalent school grade designations) in a "house league" program sponsored by a community which is sponsoring a team in the fall ball program, that player is eligible to play fall ball. No 15-year-olds are permitted.

**RAIN OUTS AND HOTLINES:** Inclement weather can be unpredictable. You should always assume that you are going to play. Umpires and coaches are strongly encouraged to play the games if it can be done safely. Games will generally not be canceled prior to one hour before game time. Managers should inform players that if there is doubt about field conditions, they should not call the manager, but, instead, they should wait for the manager to call them and that if they don't hear from the manager, go to the ballpark on the assumption the game will be played.

## **LOCAL RULE 1**

### **Objectives of the Game; The Playing Field; Equipment; Interference**

- 1A** The Official Baseball Rules (*The Sporting News* edition) governs play and is the main rule book for this League. It is supplemented by these Local Rules. Each Manager must and each coach should be thoroughly familiar with the Official Baseball Rules and these Local Rules, which supercede the official rules in every instance. Both sets of rules must be in the possession of the Manager or coach in charge of the team at every game. Compliance with the rules is mandatory and any violation as formally reported by the opposing manager or detected by the League shall be grounds for forfeiture of the game(s) in which the violation occurred.
- 1B** No team shall roster more than 13 players.
- 1C** No metal spikes are allowed and no jewelry may be worn. Only gym shoes or molded sole rubber spike shoes may be worn. The League strongly recommends a molded sole shoe.
- 1D** All male players must wear a protective, supporter-type cup. The manager will do a cup check before the start of every game or practice. Players not complying with this rule will not be permitted to play.
- 1E** The catcher will wear a helmet with a throat protector, face mask, chest protector, and shin guards.
- 1F** All batters, runners, and coaches 15 (fifteen) years of age or younger, on the playing field must wear a batting helmet when they leave the dugout and keep the helmet on their heads until they return to the dugout. Any player on the playing field who refuses to wear a helmet while batting, running, or coaching a base will be removed from the game.
- 1G** The intentional removal of a helmet by a runner shall be grounds for being called out by the umpire, unless a time out has been called and approved by the umpire. The repetitive removal of a helmet by a runner shall result in that player's ejection from the game. One warning per player per team will be allowed.
- 1H** If a player throws his helmet or bat, or displays unsportsmanlike conduct, that player is subject to ejection from the game by the umpire. If the umpire chooses to issue a warning, the umpire must notify the manager and the player at the time of the infraction and warning. A second infraction by a player for the same violation for which he has been warned shall subject that player to ejection from the game.
- 1I** The catcher and his teammates shall not entice an opposing batter to swing at a pitched ball. One warning will be given, thereafter the violator shall be removed from the game.
- 1J** The fields are open play and any ball batted to the outfield and which remains in the outfield is in play.

- 1K** Fielders must catch the ball on the field of play. Should the fielder's momentum carry the fielder through the enclosed park area, runners may advance at their own risk.
- 1L** Should any equipment not presently in use by a player in the game interfere in the play of a live ball, the ball becomes dead. If the offensive team's equipment interferes, the batter is out. If the defensive team's equipment interferes, the runners advance one base.
- 1O** Any thrown ball that sticks under or rolls past a backstop or a bench-protecting fence, is thrown into a dugout, or is overthrown out of the enclosed park area is an automatic one base advance for all runners and the ball becomes dead. The runner shall be entitled to the base he is running to and the next base if he is moving toward a base at the time the ball becomes dead.
- 1P** There shall be 80 ft. bases and 54 ft. pitching plates.
- 1Q** No bat shall be larger than 2 3/4 inches in diameter and there is no limit on differential.

## **Local Rule 2 Definition of Terms**

**Enclosed Park Area:** The area defined by imaginary lines extending from the bench-protecting fences along the first and third base lines parallel to the outfield foul lines and the outfield wall, if any.

**League:** The North Suburban Youth Baseball Association's fall baseball program

**League President:** Joe Hasman

**League Scorekeeper and Webmaster:** Tom Kendall

**Commissioner:** The person designated by a community or program which sponsors one or more teams in the fall ball program to represent that sponsoring community or program.

## **Local Rule 3 Game Preliminaries; Pre-game Conditions; Playing Up**

- 3A** The manager of the home team is responsible for setting up the field and returning all field equipment.
- 3B** The manager of the home team is responsible for furnishing no less than two (2) new baseballs to the umpire before the game. The NSYBA recommends using three (3) game balls. The NSYBA shall provide sufficient baseballs to the manager at the beginning of the season.
- 3C** Both teams will exchange batting orders and line-ups before the game.
- 3D** Each team is entitled to the field for at least 15 minutes prior to the start of the game, assuming normal field conditions. Unless otherwise agreed, the visiting team shall go first.
- 3E** For safety reasons, only the manager, coaches, batboy or batgirl, and uniformed players are allowed in the dugout.
- 3F** The game starting time is that which is shown on the playing schedule.
- 3G** No game will start when the managers are informed by the League President, the Commissioner of the home team, or by the Park District or any other entity with jurisdiction over the field, that the field is unplayable. When the managers have no information from the League President, Commissioner, the Park District or other jurisdictional entity, managers shall consider that all games will be played. No games may officially be canceled earlier than one hour before the game time.
- 3H** Other than above, managers of both teams must mutually agree on the playable condition of the field. When no agreement can be reached, the umpire will decide. In making these decisions, manag-

ers and umpires must consider the safety of the players paramount in making the decision.

- 3I** When the managers agree that the field is playable, the game is turned over to the umpire. Only then does the umpire have authority to continue or cancel a game.
- 3J** If there is a forfeiture due to absent or insufficient players, the managers are encouraged to play a practice game, even if it involves borrowing a player(s) from the opposing team.
- 3K** If lightning is detected, the umpire shall suspend the game and wait for fifteen minutes before resuming play. If, within those fifteen minutes, lightning is detected a second time, the game shall be suspended until fifteen minutes after lightning last appears, or, if it is a complete game, terminated, or, if in the judgment of the umpire, safety considerations require it, terminated.

#### **Local Rule 4**

#### **Starting and Ending the Game; Postponements; Make-ups; Protests**

- 4A** A regulation game consists of seven (7) innings, unless extended because of a tie score, or shortened: (1) because the home team needs none of its half of the seventh inning or only a portion of it, or (2) the slaughter rule takes effect, or (3) the Umpire calls the game.
- 4B** Only one (1) extra inning may be played in the case of a tie game after seven (7) innings have been completed. If after completion of one(1) extra inning, the score is still tied, the game shall be declared a tie game.
- 4C** If a game is called, it is a regulation game if 1) five (5) innings have been completed, or 2) the home team has scored more runs in four and one-half (4 1/2) innings than the visiting team has scored in four (5) completed half innings.
- 4D** If a game is called before it becomes a regulation game, it will be considered suspended and may be resumed at the last completed half-inning. Innings pitched limitations accrue for that week. Line-ups remain the same, if possible.
- 4E** **SLAUGHTER RULE:** Any team that compiles a fifteen (15) run lead after five (5) complete innings shall be declared the winner. Should the home team be ahead by fifteen (15) runs after four and one-half (4 1/2 ) innings, the game will be declared over.
- 4F** A team will field nine (9) players. However, to avoid forfeits, a team may start the game with a minimum of eight (8) players. After the game starts, the minimum player limit to continue a game is eight (8).
- 4G** All rainouts, postponed and suspended games may be rescheduled by the League President, who, after consulting with the Commissioners effected by the decision, has sole discretion to decide whether the game will be rescheduled.
- 4H** The umpire and the opposing manager must be notified that the game is being played under protest prior to the next pitch following the occurrence which is being protested.
- 4I** A protest must be resolved by the managers at the time it is made. If that is impossible, the League President shall decide the protest as soon as reasonably possible.
- 4J** An umpire's judgment call cannot be the subject of a protest and cannot be reversed.
- 4K** Objectionable equipment as determined by the umpire shall be removed from the game immediately and is not grounds for a protest (e.g., a white shirt worn by the pitcher).
- 4L** It is in the best interest of everyone that all disputes be resolved at the time of the infraction.
- 4M** A grace period of fifteen (15) minutes shall be permitted before forfeiting a game for lack of sufficient players.
- 4N** When two games are being played at the same field in the same afternoon, the first game shall start at 12:00 noon and no inning shall start after 2:30 p.m.; the second game shall start at 3:00 p.m. and

no inning shall start after 5:30 p.m. The League Scorekeeper may vary these times for scheduling purposes where field availability, permits, and park district requirements necessitate doing so.

## **Local Rule 5**

### **Putting the Ball in Play; Dead Ball and Live Ball (In Play); Interference**

- 5A** Human obstacle interference in the field of play shall be an umpire's judgment call. The umpire shall impose such penalties as to nullify the act of interference.
- 5B** If a spectator's interference prevents a player from catching a fly ball, the umpire shall declare the batter out.

## **Local Rule 6**

### **The Batter**

- 6A** **STRIKE ZONE:** The strike zone shall be from the top of the armpit to the top of the knee.
- 6B** In order to speed up play, the batter must keep one foot in the batter's box at all times, except when time out has been called by an umpire or to avoid a pitched or thrown ball, a runner, or an injury. Each batter is entitled to one warning per game, after which a violation shall result in a called strike.
- 6C** All rostered players attending a game will be placed in the initial batting order and will bat in continuous rotation during the game. Late arriving players shall be placed at the bottom of the initial batting order in the order in which they arrive at the field.
- 6D** If a team scores seven (7) runs in its half of an inning, the teams shall switch sides and the other team shall be at bat. No more than seven (7) runs per team is permitted in any inning. Exception: if a team is behind more than seven (7) runs, it may continue to bat and score runs prior to making the third out until the score is tied. This rule shall not apply in the top and bottom of the last inning.

## **Local Rule 7**

### **The Runner**

- 7A** A runner is out if the runner does not slide or otherwise attempt to avoid a collision with a fielder who a) either has the ball or is about to have/receive the ball and b) is attempting or is waiting to make a tag at a base. In all other circumstances, a fielder may not block a base path with the intent to cause a collision that will prevent the runner from reaching the base. The purpose and intent of this rule is to *avoid a collision* between players by the runner intentionally charging into a fielder to jar the ball loose and further causing injury to one or both of the players. Incidental contact made while a runner is attempting to avoid a collision may, in the judgement of the umpire, be disregarded. Fielder interference rules remain in effect, this Local Rule notwithstanding.
- 7B** There must be at least one adult coach on the baselines. Base coaches under the age of 16 (sixteen) must wear a batting helmet while on the playing field.

## **Local Rule 8**

### **The Pitcher**

- 8A** Twelve-year-old players must pitch at least three (3) innings in each game before the end of the sixth inning. Thirteen-year-old players may pitch up to four (4) innings per game, per age group. Fourteen-year-old players may pitch no more than one (1) inning per game, per age group.
- 8B** In no event shall any individual player pitch more than two innings in a game.
- 8C** If a manager or coach makes two (2) trips to the mound in one (1) inning or three (3) trips per game

to the same pitcher, that pitcher must be relieved from pitching. A pitcher or catcher making a trip to the dugout to confer with the manager or coach is also counted as a trip. A trip to the mound between innings for instructional purposes does not constitute a trip for the purpose of this Local Rule.

- 8D** Any time a manager or coach crosses the foul line into the playing field or calls time for a conference with a pitcher, the team will be charged with a trip to the mound. Exception is given when there is an injury on the field. A time limit will be imposed on all conferences at the discretion of the umpire.
- 8E** Only players in uniform may warm up the pitcher, on or off the field. Adult managers and coaches may warm up the pitcher at their own risk.
- 8F** All uniformed players warming up a pitcher, at any time, must wear a catcher's mask.
- 8G** No pitcher may wear sweat bands on their wrists or a long-sleeve white or similar bright color shirt.
- 8H** The umpire shall issue one warning per pitcher per game prior to calling a balk. If an umpire calls a coach to the mound to explain or discuss a balk, it shall not count as a trip to the mound.
- 8I** After the first hit batsman, *if* the umpire determines that it was an intentional act, the umpire will come to the mound and warn the pitcher and manager that, on the next hit batsman, the pitcher will be removed as a pitcher.
- 8J** Any pitcher that hits three batters in a game, whether or not inadvertent, shall be removed as a pitcher.

### **Local Rule 9 The Umpire**

- 9A** The League attempts to provide the best possible umpiring for all games. Managers, coaches, players and spectators must remember several important points. Some of our umpires are teenagers. They are entitled to the same courtesy and respect that you would want for your children. Managers are responsible for — and will be held accountable for — the behavior that coaches and players display to all umpires and are also expected to help control spectators' behavior in this regard. Please remember that our primary directive is to provide safe and enjoyable recreational activity for our children. Baseball is a game which should always be fun and never deteriorate into argument. In training our umpires are frequently reminded that we expect them to act like adults. Please help us by modeling for them how adults are supposed to behave.
- 9B** Only managers are entitled to question, discuss, and, if necessary, appeal certain umpire calls, subject to the governing rules. Managers may not argue with, demean, insult, or threaten any umpire. Any questions or problems that arise pertaining to an umpire's competence or conduct should be raised with the League President or the Director who provided the umpire as soon as possible, NOT with the umpire.
- 9C** The home team shall provide one qualified umpire for each game who must be an experienced, patched adult over 21 years of age. It is strongly urged that the home team also provide a second umpire to work the bases, such as a coach, parent, umpire in training, or other qualified individual. An experienced umpire always shall work from behind home plate in every instance.
- 9D** Threats or physical contact initiated by a manager, coach or player directed at the umpire, when substantiated, will result in an automatic minimum two (2) consecutive game suspension for the manager, coach, or player.
- 9E** The intimidation of umpires by calling balls and strikes and players out and safe is a violation of these Rules. The umpire has the right to eject the offender off the field after one warning is given.

### **Local Rule 10 The Official Scorer; Reporting Scores and Other Information; Game Cards**

- 10A** Each team shall keep its own scoreboard and consult/compare scoring at the end of each half inning.

- 10B** Scores, game results, suspended games, and all other scheduling, record keeping, and reporting matters shall be reported promptly after each game to the League Scorekeeper.

## **Local Rule 11 General Game Rules**

- 11A** The use of tobacco in any form by any person is prohibited on the playing field and in or near the dugout. One warning per game will be given; thereafter, any offender will be ejected from the game or banned from coaching.
- 11B.** The managers share the responsibility for the conduct of the spectators. Only one warning will be given by the umpire, League President, or Commissioner. Continued misconduct by the spectators may result in the forfeiture of the game for the offending team.
- 11C** Conduct that is detrimental to the league is subject to suspension from the League for the offender.
- 11D** Ejection from any game by the umpire of a player, coach, or manager will subject said person to appropriate disciplinary action after review by the League President and Commissioners.
- 11E** Any person who is ejected two (2) times in a season will serve an automatic two (2) game suspension, including post-season play, pending review of the severity of the infraction. If the conduct is determined to be severe, a harsher penalty may be imposed by the League President. Any person who is ejected three (3) times in a season will be expelled for the remainder of the season.
- 11F** The managers and umpires are responsible for keeping spectators from standing behind the home plate backstop screen.
- 11G** Free substitution is allowed and each rostered player present must play four (4) innings.
- 11H** If a substitute player enters at the beginning of the third inning and the game ends after the player has played 3-1/2 innings, the substitute player is considered as having fulfilled the four (4) innings of play rule, provided that the player has batted at least once.
- 11I** A player playing less than three (3) innings in a game shortened by rain, darkness, inclement weather, or the slaughter rule and who has not batted, must be placed in the starting lineup for the next game.
- 11J** Any player who arrives after the game starts forfeits the right to play. The manager has the option of playing the late arriving player. The intention of this rule is to promote player responsibility to the team. This rule must be applied uniformly by the manager of the team. A late arriving player will be added at the bottom of the batting line-up, if the manager exercises the option that he play.
- 11K** An injured player can be replaced by any player except that a player who is not eligible to pitch for any reason shall not replace an injured pitcher.

## **Administrative Rules**

Not Applicable to Fall Ball.