

**NORTH SUBURBAN
YOUTH BASEBALL ASSOCIATION**

(NSYBA)

***LOCAL
SUMMER RULES***

2004

LOCAL RULES – DIVISIONS OF THE RULES

LOCAL RULE

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NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

The North Suburban Youth Baseball Association (NSYBA) is a cooperative program sponsored by several neighboring communities of Chicago and the north suburban area. The purpose of our Summer Ball program is to afford players ages 12 -15 a broad, meaningful, and enjoyable baseball experience by promoting intra- and inter-community competition. Play is governed by the Official Rules of Major League Baseball as supplemented and/or modified by these Local Rules.

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 get games in 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 the NSYBA. It is supplemented by these Local Rules. Illinois High School Association (IHSA) rules do not supersede these rules or control play or conduct. Each Manager must and each coach should be thoroughly familiar with *The Official Baseball Rules* and these Local Rules, which supersede 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 Association Commissioner shall be grounds for forfeiture of the game(s) in which the violation occurred.
- 1B There is no limit to the number of players a team may roster. We encourage 15 on a roster. But see Local Rule 11G.
- 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 Association 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. Male players not complying with this rule will not be permitted to play.
- 1E The catcher must wear a helmet, face mask with a throat protector, a chest protector, and shin guards.
- 1F All batters, runners, and players who are coaching 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.
- 1M 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 becomes a dead ball. A base runner is entitled to an automatic one base advance. If a base runner, including a runner who has just batted the ball, is moving toward a base at the time the ball becomes dead, that runner is entitled to the base he is running to and the automatic one base advance.
- 1N There shall be 80 ft. bases and 54 ft. distance from the pitching plate to the rear of the home plate. Variances shall be granted by the Commissioner.
- 1O 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

Director: The person identified by a sponsoring Community to serve on the governing board of the NSYBA and as that Community's contact person.

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.

Commissioner: Joe Hasman

Association or League: North Suburban Youth Baseball Association

League Scorekeeper: Tom Kendall

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 two (2) new baseballs to the umpire before the game.
- 3C Both teams will exchange batting orders and line-ups before the game.

- 3D Each team is entitled to the field for 15 minutes prior to the start of the game, assuming normal field conditions. Unless otherwise agreed, the home 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 Association Commissioner or by the Park District with jurisdiction over the field, that the field is unplayable. When the managers have no information from the Association Commissioner or the Park District, 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, managers 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 a team is in reasonable apprehension that it will not have sufficient (up to 10) players to start a game, it may call up a player on a game-by-game basis, but no call up may be more than league age 14. The call up must be from the regular season house league. A call up cannot pitch and is subject to the same playing requirements and privileges as the other players on the team to which he/she is called up. See Local Rule 11G. If a call up plays in two games, he/she may not play another game until he/she is officially rostered, all administrative requirements are met, and the Commissioner approves the roster addition. For exceptions contact the Commissioner.
- 3K 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.
- 3L If lightning is detected, the umpire shall suspend play until the threat of lightning has passed and playing conditions are safe. After 15 minutes, the coaches shall consult with each other to determine whether the game shall be terminated or the suspension continued. If the suspension continues, it shall continue for another 15 minutes and then the umpire's judgment controls whether playing conditions are safe. In any event, if lightning is detected a second time within 30 minutes the game may then be suspended or, if it is a complete game, 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 its five (5) completed half innings. If a game is called after five (5) innings have been completed, the score shall be deemed that which it was at the end of the last completed inning. For purposes of this Local Rule 4C, an

inning is complete if the home team is ahead at the end of the visiting team's half inning or goes ahead in its bottom half of that half inning.

- 4D If a game is called before it becomes a regulation game, it will be considered suspended and resumed at the point of suspension only if possible and feasible in the Commissioner's judgment. Innings pitched in any suspended, resumed, or make-up game accrue for purposes of applying Local Rule 8A. 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 or go 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. Both teams may start the game with a minimum of eight (8) players. After the game starts, the minimum player limit to continue a game is seven (7).
- 4G The rescheduling of all rainouts, postponed and suspended games is in the sole discretion of the Commissioner after consulting with the affected managers.
- 4H 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 long sleeve shirt worn by the pitcher).
- 4I It is in the best interest of everyone that all disputes be resolved at the time of the infraction.
- 4J A grace period of fifteen (15) minutes shall be permitted before forfeiting a game for lack of sufficient players.
- 4K When two games are being played at the same field in the same afternoon, the first game shall start at 12 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.
- 4L **JULIO RULE:** If a team scores five (5) runs in its half of an inning, the teams shall switch sides and the other team shall be at bat. No more than five runs per team is permitted in any inning for game reporting and scoring. Teams may count runs in excess of five for their own individual statistical purposes. **EXCEPTION:** If a team is behind more than five runs, it may continue to bat and score runs prior to making the third out or until the score is tied, whichever happens first. This rule shall not apply in the top and bottom of the last inning of a game.

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 will be placed at the bottom of the batting order.

LOCAL RULE 7 THE RUNNER

- 7A A runner is out if the runner does not slide or otherwise attempt to get around the fielder or otherwise does not *attempt* to avoid a collision with the fielder who has the ball or who is about to have the ball or is waiting to make a tag at a base. Incidental contact may be unavoidable and may be disregarded. The intent of this rule is to *avoid a collision* between players by the runner intentionally charging into a fielder who is making a play to jar the ball loose and to avoid injury to one or both of the players. A fielder who is *not* making or attempting to make a play on a runner may not block a base or base path. For definition of obstruction by a fielder, see *The Official Baseball Rules*.
- 7B There must be at least one adult coach on the baselines. Players who are coaching at a base must wear a batting helmet while on the playing field.

LOCAL RULE 8 THE PITCHER

- 8A No player may pitch more than ten (10) innings in any seven consecutive days. No 15-year-olds may pitch in summer ball. No player may pitch more than two (2) innings in any one game. 14-year-old players may pitch no more than three (3) innings per game per age group. 12- and 13-year old players must pitch no less than four (4) innings per game per age group.
- 8B 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 does not constitute a trip for the purpose of this Local Rule.
- 8C 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.
- 8D Only players in uniform, or managers or coaches, may warm up the pitcher, on or off the field. Adult managers and coaches may warm up the pitcher at their own risk.
- 8E All uniformed players warming up a pitcher, at any time, must wear a catcher's mask.
- 8F Pitchers may not wear sweatbands on their wrists or long-sleeve white or similar light colored shirts.
- 8G 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.
- 8H After the first hit batter, the umpire will come to the mound and warn the pitcher and manager that, on the next hit batter, the pitcher will be removed as a pitcher *if* the umpire determines that hitting the subsequent batter was an intentional act.
- 8I 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 Communities which sponsor teams should provide the best possible umpiring for all games. Managers, coaches, players and spectators must remember several important points. Umpires are entitled to the same courtesy and respect that you would want for yourself, your family, and 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.
- 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 Association Commissioner as soon as possible, NOT with the umpire.
- 9C The home team at each game is responsible for providing and paying for qualified umpires for all regular season games. All plate umpires should be at least 18 years old and experienced and should be "patched" or, if not patched, highly experienced. For variances, contact the Commissioner.
- 9D The Association strongly urges the home team and its sponsoring Community to provide two qualified umpires for each regular season game. If it is impossible to provide two umpires, the home team is encouraged to use a coach, parent, umpire in training, or other experienced person to umpire the bases.
- 9E The intimidation of umpires is a violation of these Local Rules. The umpire has the right to eject the offender off the field after one warning is given.
- 9F Umpires shall remain available and shall perform their umpire duties, if requested to do so by the managers of both the opposing teams, upon any forfeiture or application of the slaughter rules. The purpose of this rule is to encourage practice and instructional games even if they won't count in the standings.
- 9G Each sponsoring community shall provide the umpires and/or umpire service employed by his/her community a copy of these Local Rules; umpires are expected to read and apply these Local Rules, and the Rules of Major League Baseball, without regard to IHSA rules.

LOCAL RULE 10 OFFICIAL SCORER; REPORTING SCORES AND OTHER INFORMATION

- 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 and no later than the end of the day after each game to the League Scorekeeper.

LOCAL RULE 11 GENERAL GAME RULES; ELIGIBILITY

- 11A The use of tobacco or alcohol in any form by any person is prohibited on the playing field and in and adjacent to 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. One warning will be given by the umpire or Association 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 Association subjects the offender to suspension from the Summer program.
- 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 Association Commissioner.
- 11E Any person who is ejected two (2) times in a season will serve an automatic two (2) game suspension pending review of the severity of the infraction. If the conduct is determined to be severe, a harsher penalty may be imposed by the Commissioner. 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 and the back walls of dugouts.
- 11G Free substitution is allowed and each rostered player and each called up player present during a game 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 three-and-a-half (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 if he is present at 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 tardy 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.
- 11L Any person who is currently rostered by or playing for or in any Illinois High School Association baseball team, conference, league, association, or the like, or who is playing on a traveling team in the NSBL or other similar traveling or all-star program, is not eligible to play.
- 11M No team may roster more than two (2) fifteen (15) year old players, unless, for good cause shown, the Commissioner permits a third 15-year-old player.
- 11N League age shall be determined as of the first day of August, unless a later date is required by the rules of the sponsoring team or community.