



**NORTH SUBURBAN
YOUTH BASEBALL ASSOCIATION**

(NSYBA)

LOCAL RULES

FALL BALL 2009

LOCAL RULES – 2009 FALL BASEBALL

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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 2010 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 or, in the case of Senior Division players, from Pony to High School baseball. 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 his team in the fall ball program, that player is eligible to play fall ball. A birthdate of May 1 is the cut-off date to determine age for eligibility purposes.

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 Major League Baseball (MLB) Rules govern 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 MLB Rules and these Local Rules, which supersede the official rules in every instance. Both sets of rules should 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 may be grounds for forfeiture of the game(s) in which the violation occurred or in severe cases expulsion from the program.
- 1B** A team may roster as many players up to 15 as it deems necessary. See also Local Rule 11G.
- 1C** No jewelry may be worn. No metal spikes are permitted. Only gym shoes or molded sole rubber spike shoes may be worn. The Association strongly recommends a molded sole shoe. **SENIOR DIVISION:** Metal spikes are optional.
- 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 with a throat protector, face mask, chest protector, and shin guards.
- 1F** All batters and runners, and coaches sixteen (16) 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 out of 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 also 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 may be granted by the Commissioner. **SENIOR DIVISION:** If available, there shall be 90 ft. bases and 60 ft. 6 in. pitching plates.
- 1O** No bat shall be larger than two and three-quarter (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 or as that community's contact person.

Enclosed Park Area: The area defined by actual fences or walls or, if none, imaginary lines extending from the spectator and/or bench-protecting fences along the first and third base lines parallel to the outfield foul lines.

Commissioner: Joe Hasman and/or Tom Kendall

Association or League: North Suburban Youth Baseball Association

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 three (3) new game 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 at least 15 minutes prior to the start of the game, assuming normal scheduling and field conditions. Unless otherwise agreed, the home team shall go first.
- 3E** For safety reasons, only the manager, coaches, batperson, and uniformed players are allowed in the dugout.
- 3F** The game starting time is that which is shown on the playing schedule distributed or posted by the Association or commissioner.
- 3G** No game will start when the managers are informed by the commissioner or the director 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 commissioner, the director, the park district, or other jurisdictional entity, managers shall consider that all games will be played. No game should officially be canceled earlier than one hour before the game time.
- 3H** Other than above, managers of both teams must mutually agree at game time 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 sole 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 a regular season house league and the call up and a parent or guardian must sign an NSYBA waiver before playing in any game. 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. A call up that plays in two games may not play another game until officially rostered, all administrative requirements are met, and the commissioner approves the roster addition. For exceptions contact the commissioner.

- 3K** If there is a forfeit due to absent or insufficient players, the managers are encouraged to play a practice game, even if it involves borrowing a player or players 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 sole 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 called or, if it is a complete game, terminated. At any time the managers of both teams may agree to terminate a game.

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. A regulation game in a double header shall be five (5) innings or four and one-half (4½) innings if the home team is ahead, unless both managers agree to play a seven (7) inning game.
- 4B** Only one (1) extra inning may be played in the case of a tie game after seven (7) innings (or five (5) innings in the case of a double header game) 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 (4½) 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. In the case of double header games, substitute three and one-half (3½) for four and four and one-half (4½) and four (4) for five (5).
- 4D** If a game is called before it becomes a regulation game, it will be considered suspended and may be resumed at the point of suspension but only if possible and feasible in the commissioner's judgment and both managers agree to resume. 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 (4½) innings, the game will be declared over.
- 4F** **THE 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 (5) runs per team is permitted in any inning. **Exceptions:** if a team is behind more than five (5) runs, it may continue to bat and score runs until it makes 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.
- 4G** A team should field nine (9) players at all times. However, to avoid forfeits, a team may start the game with a minimum of eight (8) players. A team forfeits if it has less than eight (8) players, but should play a practice game.
- 4H** All rainouts, postponed and suspended games may be rescheduled by the Commissioner, who has sole discretion to decide whether the game will be rescheduled.
- 4I** 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.

- 4J A protest must be resolved by the managers at the time it is made. If that is impossible, the commissioners shall decide the protest as soon as reasonably possible.
- 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 light colored, long sleeve 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, in the first game no inning shall start more than two and one-half (2½) hours after the first pitch.

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 **ROSTER BATTING:** 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 When a team is playing with less than 9 players, the missing spots in the batting order shall be outs.

Local Rule 7 The Runner

- 7A A runner is out if the runner does not either slide or attempt to get around the fielder or otherwise attempt to *avoid a collision* with the fielder who has the ball or who is about to have the ball and is waiting to make a tag at a base. Incidental contact may be unavoidable and shall not result in an out. The 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 also to avoid injury to one or both of the players. A fielder may not block a base path with the sole intent to cause a collision that will prevent the runner from reaching the base. For definition of obstruction by a fielder, see the Major League Baseball Rules.
- 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 REGULAR DIVISION:** Twelve-year-old players per age group must pitch at least two (2) innings in each game, before the end of the fifth inning. Fourteen-year-old players may pitch no more than two (2) innings per game, per age group. In no event shall any individual player pitch more than two innings in a game. **SENIOR DIVISION:** No pitcher may pitch more than four (4) innings.
- 8B** An inning is three outs, not three batters. The three outs which comprise an inning pitched for purposes of this rule can take place over two consecutive innings. This applies to both 12-year-old and 14-year-old pitching rules.
- 8C** If a manager or coach makes two (2) trips to the mound in one (1) inning or three (3) trips in a 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.
- 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, managers, and coaches may warm up the pitcher, on or off the field.
- 8F** Any person warming up a pitcher, at any time, must wear a catcher's mask.
- 8G** No player may wear batting gloves, sweat bands, or a long-sleeve white or any light color shirt while pitching.
- 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** If the umpire determines that hitting the batter with a pitched ball was an intentional act, the umpire shall eject the pitcher from the game.
- 8J** Any pitcher that hits three batters in a game 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 objective 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 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 commissioner or the director whose community provided the umpire as soon as possible, NOT with the umpire.
- 9C** The home team shall provide and pay for at least one qualified and experienced umpire for each game who must be over 18 years of age. It is strongly urged that the home team also provide a second and even a third 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 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.
- 9E 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

The Official Scorer; Reporting Scores and Other Information; Game Cards

- 10A Each team shall keep its own scorebook and consult/compare scoring at the end of each half inning.
- 10B Scores, game results, pitchers used and innings pitched, suspended games, and all other scheduling, record keeping, and reporting matters shall be reported by fax or e-mail promptly and no later than noon the next day to the commissioner or his designee.

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 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. One warning will be given by the umpire or commissioner. Continued misconduct by the spectators may result in the forfeiture of the game for the offending team or in severe cases expulsion from the program.
- 11C Conduct that is detrimental to the Association subjects the offender to suspension for the season.
- 11D Ejection from any game by the umpire of a player, coach, or manager will subject that person to appropriate disciplinary action after review by the commissioner.
- 11E Any person who is ejected two (2) times in a season will serve an automatic three (3) 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 called up player present during a game must play at least four (4) innings in the field.
- 11H 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.
- 11I 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.

- 11J** Any person who is currently (or was in the last baseball season for high school players) rostered by or playing for any Illinois High School Association baseball team, conference, league, association, or the like, or who is currently playing on a traveling team in the North Shore Baseball League (NSBL), a feeder team, or other similar traveling or all-star program, is not eligible to play.
- 11K** No team may roster any fifteen (15) year old player, unless, for good cause shown, the commissioner permits a 15-year-old player.
- 11L** League age shall be determined as of the first day of May, unless a later date is required by the rules of the sponsoring team or community.

Administrative Rules

- AR1** At the beginning of the season each community shall provide the commissioner a roster of each team the community sponsors in the program. Rosters shall include the names and contact information for each manager and all coaches and, in addition, the names, contact information, and the birth dates of each player.
- AR2** Each community must also provide the commissioner, prior to the start of the season, a copy of the birth certificate of each rostered player; a waiver and consent signed by each player and at least one parent and/or guardian of each player on the form provided by the NSYBA; and a current certificate issued by a recognized liability insurer which insures the community's youth baseball program, showing/evidencing the North Suburban Youth Baseball Association is an additional assured under the community's liability policy(ies).