

## West Suburban Baseball League

Ages: 9-10

Updated: 02/25/2009

**Bensenville (Mustang)**

**Itasca (Mustang)**

**Wood Dale (Minors)**

**Glenside (Minors)**

- Diamond Dimensions 60 feet
- Pitchers Plate 46 feet
- Game Length 6 innings

### General Rules

- Line-ups should be exchanged 10 minutes prior to start time.
- There will be no penalty for line-up scratches due to illness, injury or other absence.
- Home team to supply two game balls.
- Unless otherwise noted, all games begin at 6:00 P.M.
- Games on lighted fields -- TBA
- Forfeit time is 20 minutes after the scheduled start time
- No full inning can be started later than 8:00 P.M. You can finish an inning, but you cannot start a new inning (8:15 P.M. after Memorial Day).
- Games may exceed the two-hour time limit or the 8:00 p.m. deadline, provided there is no subsequent game to be played on that field and there is adequate lighting.
- All games, when possible, should be 6 innings.
- Time limits or weather conditions may shorten the length of a game.
- Two-hour time limit, when later game to be played on that field. No full inning may begin after the two-hour time limit (Umpire must call "Start Time" at the beginning of the game).
- 4 innings is a complete game (3 ½ innings if the home team is winning). A game called after 4 complete innings (3 ½ innings if the home team is winning), will not be replayed or continued unless the game is tied. Games stopped prior to 4 innings (3 ½ innings if the home team is winning) being completed will be restarted at the exact spot where the game left off. Umpires judgment shall be used to suspend the game. **Games cannot end in a tie.** *Rain-shortened games, with less than 4 complete innings, will be played from the point the game was discontinued.*

### Official Little League Rules Apply

#### **Supplemented by the following rules:**

- All players must wear their complete uniform: jersey, pants and cap. A protective cup is also a requirement to play. Any outerwear such as sweatshirts or jackets must be worn under the team jersey. A pitcher cannot pitch while wearing anything white or light gray, such as a sweatshirt or jacket. Players are not to wear jewelry of any kind. All catchers are required to wear all protective gear including a helmet with a mask and must use a catcher's glove.
- Metal spikes are not allowed. Rubber spikes or gym shoes only.
- Managers/Coaches will examine the field after rain to determine whether the game will be played or not. It is the managers/coaches responsibility to make their players aware of any schedule changes or cancellation dates. The Manager must schedule all make-up games through the league coordinator.
- Each team must field nine players, a game may start with 8 players, however, if at anytime during the game a team has less than 8 eligible players, that team must "forfeit" the game. Defensive players must be stationed anywhere in fair territory with the exception of the pitcher and the catcher, who must be in their respective positions. A maximum of six players makes up the infield. Pitcher, catcher, 1st base, 2nd base, 3rd base and shortstop. All the other defensive players shall be positioned in the outfield area.

- The home team will occupy the third base line dugout. The home team will be responsible for preparing the field prior to game time. They will also have responsibility for cleaning up the field, putting all equipment into the proper storage containers and making sure the container is properly locked up. **Each team will be responsible for cleaning their dugout.**
- If there is any conduct detrimental to the welfare of the league or the children, the umpire shall issue one warning to the person or persons whose conduct is in question. If the first warning does not resolve the problem, the umpire shall stop the game and have the person or persons ejected from the park. Any person ejected from the park for this reason will not be allowed back on the fields for the remainder of the season.
- Any player or coach ejected from a game for unsportsmanlike conduct or language must leave the park. For any player ejected, the player's position in the batting order will be an "out". Coaches must leave the field immediately; players with their parents – if a child's parents are not at the game, the player may sit on the bench, but will not be permitted to play. **(No child shall leave the park unless accompanied by a parent, guardian, or coach)**. The player and/or coach will not be eligible to play or coach the next game.
- **The slaughter rule will be in effect.** If a team is winning by 12 runs after 4 innings (3 ½ if the home team is ahead), or a team is winning by 10 runs after 5 innings (4 ½ if the home team is ahead), the game will be considered complete and called by the umpire.
- **Infield-fly rule will not be in effect.**
- **The "must slide" rule will be enforced!** If the defensive player has control of the ball, the runner must slide. If the runner does not slide, the umpire may call the runner out. Keeping in mind, the **NO CONTACT** rule will also apply. The runner should avoid contact with any defensive player. If a defensive player intentionally blocks the base line, and the umpire may reward the runner the base.
- No member of the batting team shall interfere with a fielding attempting to catch a fair or foul ball, or the batter can be called out.
- Runners hit by a batted ball *before the ball has passed an infielder*, other than the pitcher, will be called out.
- A half inning is three outs or 6 runs. The last inning must be 3 outs. In the event the final inning is to be prior to the 6<sup>th</sup> inning, the umpire must declare "final inning" before the start of the next full inning. Both teams will then be required to make three outs. *The maximum run rule (6 runs per inning) will not apply to any extra innings. The team in the field must get three outs in each extra inning.*
- A pitcher can pitch a maximum of three innings per game.
- **A nine-year-old (first year mustang players only) must pitch in every game, within the first 4 innings**, to a minimum of five batters, or three outs. **No exceptions! (A player who turns 10 prior to August 1<sup>st</sup> of the current year may not pitch as a 9 year-old)**
- Every player will play in the field (continuous batting order) for a minimum of 3 innings in a 6-inning game – unless there is an injury or other issues, a player can not sit out for more than 2 innings in a row. (A minimum of 2 innings in the field if the game is less than 6 innings.)
- If a player must leave prior to the end of the game, due to injury, illness or other commitment, there will be no penalty to his team. The player's spot in the batting order is skipped. Exceptions: a player is ejected from the game or if the team has less than 9 batters – in which case the team will be forced to take an out. Players who arrive late, and miss their spot in the order, will be placed at the bottom of the order. This will also alleviate the minimum field play requirement.
- If a team refuses to re-schedule a game more than two times in a season, the game will be forfeited.
- A team that is unable to field eight players shall forfeit the game, but a practice game will still be played for the benefit of the players who show up.
- Foul territory is that outside of the foul lines. Note: The foul lines are in fair territory.

## **Bats**

- **No full barrel bats 2-3/4" or 2-5/8"**
- All bats must be stamped or marked "Official Little League" for lengths above 27 inches or longer, in length and **no more than 2-1/4 inches** in diameter. All bats provided by the association are correct. **No wood bats.** Use of an illegal bat will result in the batter being called out with no warning. Runners may not advance. A second offense will result in a forfeiture of the game. It is the responsibility of the manager to check all bats before the game and remove any illegal bats. At the beginning of the game, the umpire may check the bats for damaged or illegal bats and any so found will have to be removed from the game.
- Only the team at bat may have coaches on the outside of the 1<sup>st</sup> and 3<sup>rd</sup> base foul lines and may assist the runners, but are not allowed to touch them.

## Protests

- It is the responsibility of the managers to assist our umpires. Managers must work out those decisions that are grossly mistaken in a respectable manner. **Only Head Coaches (Managers) are allowed to discuss rule disputes with the umpires. Coaches shall be obligated to inform the umpire of the correct rule.**
- In the event a Coach wish to protest a ruling (judgment calls may not be protested), the coach must inform the opposing coach and umpire of his intention to appeal prior to the end of the game. The appeal, in writing, along with an appeal fee of \$25.00, must be submitted to the league coordinator within 48 hours of the completion of the game. The appeal fee will only be refunded if the protest is upheld.

## Fair Ball

- A batted ball becomes fair or foul by its position when it is touched, when it settles, or when it passes 1<sup>st</sup> or 3<sup>rd</sup> bases.
- Home base is fair territory.
- A batted ground or bouncing ball that goes over the base or over fair ground as it passes 1<sup>st</sup> or 3<sup>rd</sup> is a fair ball.
- A fly or bouncing ball is a judged fair or foul by the position of the ball at the time it is touched, and not by the location of the fielder.

## Batting

- League Rule- All players will bat in a continuous batting order. Batters batting out of turn can be called out. Only nine players play the field, but all players will bat in continuous order.
- All batters and base runners must wear their batting helmet, from the time they leave the dugout to the point they re-enter it. There will be one team warning for a batter or base runner that deliberately removes a helmet while the ball is in play. Upon second offense, the batter/base runner will be called out.
- Bunting is allowed.
- No fake bunt and swing away. Batter will be called out, runners may not advance.
- A ½ inning is 3 outs or 6 runs, whichever occurs first. During the last inning or any extra innings, 3 outs are required.
- Each team will receive one (1) warning for players throwing the bat. After one warning, any batter throwing the bat will be called out.
- **No Drop 3<sup>rd</sup> Strike.** If the catcher drops the 3<sup>rd</sup> strike, the batter will be called out.
- **No infield-fly rule.** Players will try to make all plays.
- A batter becomes a base runner if a fair ball is hit, the batter is walked, catcher's interference or if a pitched ball hits the batter.
- A foul ball rising above the batters and caught by the catcher is an out. A foul ball caught directly off the bat, but not over the batters head is a foul tip and counts as a strike. A caught foul tip on a 3<sup>rd</sup> strike is an out. A foul tip on the 3<sup>rd</sup> strike is not an out unless caught.

### **The batter is out if:**

- Any fair ball is caught.
- A batter hits a fair ball while stepping completely out of the batters box or stepping on home plate (the ball is dead and runners may not advance)
- If a member of the team at bat interferes with a fielder attempting to catch a fair ball
- If a batter throws a bat and a team warning has already been issued. (Runners may not advance)
- A foul ball that rises above the batter's head, and remains within the field of play, is caught
- A batter is found using an illegal bat

## Substitutions

- A player who arrives late may enter the game in the middle of an inning. Player must be placed at the end of the batting lineup. **A player who arrives after the 3<sup>rd</sup> inning will not be allowed to play.**
- Free substitution is allowed (except otherwise noted). To count as an inning in the field, the team at bat must complete their full batting cycle for that half inning. (Exception: Pitchers)

## Call-ups

- In the event a team has less than ten players available for a game, that team may call up younger players from their towns "Pinto (7-8)" division. Restrictions as follows:
  1. Call-ups must be registered, in-house players in that town and wear their own team's uniform.
  2. Managers may only bring enough call-up players to fill a roster to 10 players (3 max call-up players per team).
  3. Call-up players must bat at the end of the line-up (regular rostered players must bat prior to the call-up players--exceptions: late arrivals)
  4. The Call-up players may not pitch or catch.
  5. A call-up player may not play more innings defensively than any rostered player.

## Base Running

- **No lead offs allowed.** A runner must not leave the base until the pitched ball has crossed home plate. If noticed by the umpire, after one team warning, the runner is out.
- **Courtesy Runner:** An injured base runner may be replaced with the last player to make an out. Also, after two (2) outs in the inning, a catcher may have a courtesy runner.
- Stealing is allowed of 2<sup>nd</sup> and 3<sup>rd</sup> base. Stealing of home is not allowed under any circumstance. All runs must be batted or walked in.
- Two runners may not occupy the same base. The second base runner is the illegal runner and may be tagged out.
- No base runner may return to a missed base after a following runner has scored. Runners cannot pass each other.
- A runner who leaves the field of play cannot return to tag a missed base.
- The requirement to tag each base in reverse order applies when the ball is in play and the runner must return to re-tag a base if a fly ball is caught.
- A runner must touch each base in order. If a runner fails to touch a base and is noticed by the umpire, the runner will be declared out, without the need of an appeal.
- Runners must return to the last base, if the ball is in the defensive player's possession in the mound area, and the runner is less than 2/3<sup>rd</sup> of the way to the next base. (Umpire's decision)
- To score, the runner must tag home plate before play is stopped.
- A runner may over run first, at no risk, as long as the base runner makes no attempt towards 2<sup>nd</sup> base.
- Unless forced, a base runner shall not advance to the next base if there is another runner occupying that base.
- If a runner leaves the base before a fly ball is caught, the runner must return and re-tag the base before advancing. If the umpire determines the runner did not re-tag the base or if the runner left the base before the ball was caught, the umpire shall call the runner out. An appeal is not required.
- If a fly ball is caught, fair or foul, runners may advance at their own risk, after tagging up.
- A runner shall stay within 3 feet of the base line, except when yielding for a defensive player making a play on the ball.
- A runner may not pass a preceding runner.
- A runner is awarded 1 base if a ball is over thrown into unplayable territory. **League Rule**
- An overthrown ball is in play unless the ball hits the bench area or goes beyond the fenced area.
- A defensive player without the ball, blocking a runner's path to a base, is an obstruction. The runner is awarded a minimum of 1 base.

## **Runner is safe when:**

- A runner is tagged by a ball, which is being juggled or dropped
- A fielder without the ball blocks the base line in the runner's path, unless that fielder is actually fielding the ball.
- The runner is struck by a batted ball while standing on base.
- A base is awarded to a batter

### **Runner is out when:**

- The runner is tagged by the ball while off base.
- The defensive player with the ball tags a base, which a runner is forced to advance
- The runner goes 3 feet out of the base line to avoid a tag
- The runner passes the preceding runner
- The runner leaves the base before the ball is hit. One team warning will be given.
- The ball is thrown to a base and base is tagged, which the runner left before a fly ball was caught
- The ball is thrown to a base and base is tagged, which the runner failed to touch while the ball was still in play.
- The runner is struck by a batted ball, which has not passed an infielder, other than the pitcher
- If a coach or another player assists a runner by touching them
- If a runner does not slide, they must avoid contact with the defensive player or be called out.

### **Pitching**

- A pitcher cannot pitch more than 3 consecutive innings in any game.
- Each team must pitch a 9 year old a minimum of 5 consecutive batters or one inning each game, prior to the 5th inning.
- Any pitcher hitting 2 batters during one inning or 3 per game must be removed from the mound.
- Once a pitcher is removed from the mound, he may return at any other position, but cannot return to the mound in that game.
- If a manager goes to the mound twice in one inning or a third time during the pitcher's stay on the mound, the pitcher must be removed.
- One (1) pitch thrown constitutes an inning pitched. (Does not apply to 9 year old pitching rule)
- A pitcher shall have 5 pitches between innings. A new or relief pitcher will receive 8 pitches.
- The ball is live at all times while in the pitcher's hands unless time out has been called by the umpire.
- Drop 3<sup>rd</sup> strike is considered an out.
- A pitcher cannot wear anything white or light gray, such as a sweatshirt, jacket, etc., while on the mound.
- **No balk rule**-pitcher must pitch off rubber
- If a pitched ball touches the ground before crossing the plate, it shall be called a "ball", unless a batter swings and misses, then it shall be called a strike. If a batter swings and connects, then the batted ball will be live and all rules governing a live ball shall apply.

### **Equipment**

#### **Required to Play**

- A comfortable pair of baseball rubber spiked shoes- This helps the players to grab the field during running and turning. It also helps to avoid injuries. (Metal spikes are not allowed.)
- A Protective Cup, to avoid serious injury- Children not wearing a cup will be unable to play.

#### **Other Recommended Equipment**

- Batting Glove - This avoids sting from the bat on an inside pitch. Some children also like to wear it under their mitt for catching. Right-handed players typically wear their mitt and batting glove on their left hand. Left-handed players on their right.
- A good quality Mitt - This will allow the children to catch better and build confidence. Glove oil is suggested to help break-in brand new mitts.

Managers and coaches will be evaluating umpires. Umpires will be evaluating Managers and Coaches. Umpires will be reporting to the Chief Umpire and Managers will report to their respective League Coordinator or Vice President.

The Managers and Coaches cannot teach the children everything they need to know about baseball in the few short hours they have during practices and games. We ask that the children practice daily with their parents and siblings. This can only make your family stronger and help your relationship with your family to grow.

Each manager can either organize himself or appoint a team Mom or Dad to organize a snack schedule. Typically, after each game, one of the player's families will bring a snack and a drink for all the players on the team. The kids enjoy this after their hard work, and look forward to it. However, this is not mandatory.

### **Last and Most Important**

The Managers, Coaches and Spectators should try to remain cordial to each other and set an example for the children. None of us are perfect and we can expect a number of mistakes resulting in bad calls. This is not just about baseball. It is about respect for one another, setting a good example for the children and teamwork. Let's all do our best to get along with one another and teach these children, not only the fundamentals of baseball, but the more important qualities required in life, and most importantly, **LET THEM HAVE FUN!**