

Elk Grove Village Youth Baseball Official Playing Rules 2019

INTRODUCTION

The purpose of this document is to document and explain the playing rules for Elk Grove Village Youth Baseball (EGVYB). It is not intended to cover all of the playing rules of baseball. Only those rules that differ from the Official Baseball Rules issued by the National Federation of State High School Association (NFHS) will be discussed.

This document will be divided into 6 main sections. The first section will be general rules that apply to all leagues. The following sections will be rules specific to an individual league.

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I. GENERAL PLAYING RULES FOR ALL LEAGUES

The EGVYB Official Playing Rules and the Bylaws of Elk Grove Village Youth Baseball will govern Elk Grove Village Youth Baseball. Additional modifications are permitted at the discretion of the League Commissioner provided:

1. They are set and approved by the EGVYB Advisory Board prior to opening day.
2. They are positive in attaining the objectives of Elk Grove Village Youth Baseball.
3. Their content is widely distributed to all managers and coaches in the league.

Once these special rules are approved by the EGVYB Advisory Board, they cannot be changed or revised until the next playing season.

A. SEASON/GAME/FIELDS

1. SEASON

Regular league, playoff, and championship games will take place from May through mid-July. These dates may be varied to accommodate specific scheduling conflicts.

2. REGULATION GAME

For regular season games no new inning may start after 2 hours, and the game is over after 2 hours and 15 minutes. The umpire's watch will determine time.

If a game is called for time while an inning is in progress the score shall revert to the last completed inning, and be considered a completed game. The inning in progress shall not be counted as having been played.

Every effort will be made to turn on the lights for games played on fields with artificial light when required.

3. CANCELLATION DUE TO WEATHER

In all levels, no game may be canceled due to rain unless it is raining at game time (with the exception of bad field conditions). Only a Board Member may cancel games prior to the scheduled starting time. If none of the above conditions have been met, the teams will show up for the game, and at that time the managers can discuss field conditions, and cancel the game if they both agree. This is a decision made by managers only.

4. SUSPENDED GAMES

If a game is called for any reason before it is an official game (per that league's length of game rule), it shall be considered a suspended game and will be rescheduled at a time set by league officials.

The time will be recorded on each teams score sheet and signed by the umpire and both team managers. The game is to be resumed and completed from the point of curtailment. The suspended game and the make-up game combined shall not exceed 2 hours and 15 minutes as stated in Rule I.A.2. Regulation Game.

However, if a game is called after having reached official game length (per that league's length of game rule), the score shall revert to the last completed inning and be considered a completed game.

5. LIGHTNING (THORGUARD)

Elk Grove Village is monitored by ThorGuard Lightning Prediction and Warning Systems. An alarm will be activated if the electrical activity and the threat of lightning is within a 2.5 mile radius. When the warning signal occurs, (one long 15 second horn, strobe lights activate) EVERYONE, parents, players and coaches, should immediately leave the field and wait in their vehicles. NO One should be on the field, do not take shelter under trees, in dugouts, etc.

When the system gives the all clear signal (3 short blasts, strobe lights deactivate) play may resume. You must wait for YOUR ThorGuard to give the all clear signal; play may not resume if a ThorGuard across town gives the all clear.

If after 30 minutes the all clear signal has not sounded, the game shall be suspended and subject to the Length of Game Rule for that particular League.

CAUTION: If the weather is threatening and no warning signal is seen or heard, use good judgment and clear the field. Do not wait for the warning signal to activate, as the system can malfunction.

6. DUGOUT ASSIGNMENT & PRE-GAME SETUP

The home team shall occupy the third base dugout. The home team sets up and breaks down the field. The home team sets up the field from 60 minutes before game time to 45 minutes before the game.

The home team uses the infield from 45 minutes until 25 minutes before game time. During this time the visitors will use the outfield.

The visitors use the infield from 25 minutes before game time until 5 minutes before game time. During this time the home team uses the outfield.

At 3 minutes before game time the two managers meet with the umpire and have a pre-game conference at home plate to discuss ground rules. The home team and the visitor team should present the umpire with a new game ball. The coaches shall at this time, or earlier, exchange a roster/line-up for the game. The line-up/roster shall be written neatly and include the players name and number.

7. DOUBLEHEADERS

No team shall be scheduled to play more than one (1) game in a single day, unless it is necessary to make up a game canceled by inclement weather. Doubleheaders are to be discouraged unless absolutely necessary.

8. ALLOWED PROTESTS

A protest based on a play, which involves an umpire's judgment, is not permitted.

9. PROTEST PROCEDURE

When protests are based on an interpretation of the rules, the objecting manager must, at the time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, before the next pitch has been thrown. Any protest not timely raised will be deemed waived and not considered at a later time. The protest must be submitted in writing to the League Commissioner within 48 hours of the completion of the game.

The League Commissioner shall submit the written protest to the board appointed Protest Committee and they shall rule on the protest within 48 hours after receipt.

When protests based on the interpretation of a rule are upheld by the Protest Committee, the game shall be replayed from the point of the protest.

B. EQUIPMENT

1. GAME BALL

The official game ball will be provided by the EGVYB Board Equipment Coordinator.

2. BATS

All non-wood bats in the Pee Wee, Pinto, Mustang, Bronco and Pony Division must be manufactured printed with a BPF rating of 1.15 or less, or be manufactured printed with BBCOR performance standard and must have a barrel diameter of 2 ¾ or less. Wood bats must have a barrel diameter of 2 5/8 or less. If a batter enters the batter's box with an illegal bat he will be called out. If the illegal bat is not discovered before the batter hits the ball the batter will be called out only if appealed before the next pitch. The defense may take the result of the play or the penalty (batter is out, runner returns). This rule applies during the entire season, practice, regular season, playoffs and the All-Star game and homerun derby.

The use of hitting sticks or the like are prohibited at scheduled games, before or during the game.

3. PLAYER'S UNIFORMS

Only rubber soled baseball or all-purpose shoes will be permitted. Plastic soled or metal spiked shoes are not permitted.

It is required that managers make every effort to see that athletic supporters are worn by all players and particularly that catchers use a cup and supporter.

Players are required to wear the league issued uniform in a neat and presentable manner. While the game is in play, all players must have shirts tucked in, hats turned to the front (unless wearing a helmet) and the same color - league issued socks.

Penalty for use of illegal shoes shall be the removal of the shoes for the game, and, if no other legal footwear is available, removal of the affected player or players from the lineup. Penalty for not complying with the uniform rule shall be removal from the game or until the player complies with the rule.

4. HELMETS

Batters, players in the on-deck area, base runners and players coaching in the baseline coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull.

Players are not permitted to use an illegal headgear even if no other headgear is available. When proper headgear is not available (NOCSAE certified helmet), the game shall be delayed until the equipment can be obtained or postponed and rescheduled by the league officials.

Players, who do not wear protective headgear and catching equipment as required by these rules, shall be removed from the lineup.

Players, who intentionally - in the judgment of the umpire - discard their protective headgear while batting or running the bases, shall be called out.

5. CATCHERS' HELMETS

Catchers are required to wear a mask with throat guard, chest protector, shin guards and protective headgear, which give protection to the top of the head when catching behind the plate.

A player may not serve as a catcher to warm up a pitcher unless he wears full gear, when the pitcher is warming up from the mound, in the bullpen or elsewhere.

C. TEAMS/ROSTERS

1. INELIGIBLE PLAYER

Penalty for use of an ineligible player shall be immediate removal of the player from the lineup upon appeal by the opposing manager, notification by the official scorer or league officials, provided the official score book or other league records verify the ineligibility of the player concerned. Such a player also becomes ineligible to play in the team's next game.

1. An ineligible player is one who is legally a member of the league, but who is ineligible to play or pitch in a particular game or games because of the limitations set forth in the EGVYB Official Playing Rules, or as a result of a previous rules violation or disciplinary action.

2. For purposes of interpreting this rule, a player shall not be considered in violation of the rules until at least one pitch has been thrown after the point of violation.

3. In the event the manager of an ineligible player refuses to remove the player from the lineup when the appeal is made, and verified, the game is subject to forfeit.

For the Colt division, a player is eligible to play if they are in high school during the current year, and has not attained the age of 19 prior to September 1st of the current year.

2. CHANGING PLAYER POSITIONS

Once players have taken the field and placed in their defensive positions and after one (1) pitch has been thrown, the players cannot change their defensive positions, except due to injury or to become a relief pitcher. No other position players may be moved during a mid-inning pitching change or injury.

3. BORROWING OF PLAYERS – REGULAR SEASON

In order to eliminate a rescheduling, and to give all players the opportunity to play, a manager who is short a player will be given a player from the opposing team. This will be the last player to make an out with the exception of the pitcher and catcher. No more than two (2) players may be borrowed. The borrowed player shall be played in right field and if a second player is required he shall play in left field. If during the game the regular player arrives, he must be played and the borrowed player will return to his own team. Having participated with the other team will not count toward his required time to play. Additionally, in order to maintain the integrity of the game, the umpire may call the batter out or the ball dead, if in their opinion, the substitute player does not make a good faith effort to play the ball.

During the regular season, if a Mustang team is short a player, the manager may call a Pinto 8 player from the list of eligible players maintained by the League Coordinator as an alternative to borrowing one (1) player from the opposing team. Only one Pinto 8 player may be added per game per team and the added player must play right field and bat last. If necessary, a maximum of one (1) additional player may be borrowed from the opposing team.

During the regular season, if a Bronco team is short a player, the manager may call a Mustang player from the list of eligible players maintained by the League Coordinator as an alternative to borrowing one (1) player from the opposing team. Only one Mustang player may be added per game per team and the added player must play right field and bat last. If necessary, a maximum of one (1) additional player may be borrowed from the opposing team.

4. BORROWING OF PLAYERS – PLAYOFFS

In order to eliminate a forfeit during the semi-finals and finals, a team may borrow up to two (2) players from a free agent list with the EGVYB Board's approval. Players will be selected by the Board based on; 1) their eligibility based on the current team elimination status; 2) their previous season player ranking; and 3) their availability to play. Players must be borrowed from the free agent list of the division that is immediately lower than the affected team (i.e., Bronco teams must borrow from the Mustang division). The borrowed free agent players must be played in an outfield position, and must be batted at the end of the batting order.

5. PLAYOFF FREE-AGENT LIST

A free agent list will be maintained by the EGVYB Board. The free agent list is designed to accommodate teams participating in the semi-finals and finals where the teams involved have seven players or less available for the game. The list will be opened upon the elimination of the first team from the playoff rounds. A player is eligible to for the free agent list if; 1) their team has been eliminated from the current playoff; 2) the player and the player's parents are willing to allow the player to play at a higher division than the division they participated in during the season; and 3) the player must be in the final year of eligibility at the division level in which they are playing. Players will be ranked on the free agent list based on their evaluations from the previous season.

6. FIELD COACHES

Adult coaches may be used in either or both the first and third base coaching boxes. Only players in baseball uniforms may be used as base coaches when adult coaches are not used. Coaches may not contest calls directly with umpires. Only the manager (head coach) may contest calls with the umpire.

7. WITHDRAWAL OF TEAM

Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

8. CONDUCT

Players, managers, and coaches must remain in the dugouts, on the benches or in the prescribed areas throughout the game.

The manager is responsible for the conduct of all coaches, players and parents. The umpire has the right to eject anyone from the game. If the party refuses to leave the grounds, the umpire may suspend the game pending Board action.

Use of tobacco products by managers, coaches, umpires, and players is prohibited in the dugout and on the playing field at all times.

Additionally smoking is prohibited in accordance to the Elk Grove Village Ordinance No. 3074, Regulations to Smoking in Public Places, as follows:

It is unlawful to smoke in the following unenclosed public places:

1. The seating areas of all outdoor arenas, stadiums and amphitheatres.
2. The playground area and established seating areas of public parks and recreation areas.

9. UNSPORTSMANLIKE CONDUCT – PLAYER

If a player throws his/her bat, the umpire, after one warning, shall call the player out. In addition, the player may also be subject to unsportsmanlike action.

10. UNSPORTSMANLIKE CONDUCT – MANAGER/COACH

In the event a Manager or Coach is ejected from a game by the umpire, they must immediately leave the field and will receive an automatic suspension of two (2) full games. This suspension includes any practices that may be held during this period. During the suspension the EGVYB Conduct Committee shall meet and determine what, if any, further action shall be taken, including but not limited to expulsion from the league.

D. RULES OF PLAY FOR ALL LEAGUES

1. INTERFERENCE/OBSTRUCTION

Fielders making a play on a batted ball have the right of way everywhere on the field. This includes the base paths and foul territory. A base-runner shall be called out for interference if they in any way impede the ability of the fielder to get to the ball. The ball is immediately dead, and other runners do not advance. Similarly, fielders away from the ball must stay out of the base-paths. Fielders will be called for obstruction if, without having the ball, they in any way block or impede a runners advancement. At the conclusion of the play, all runners are safe, and the umpire may award additional bases to the runners as warranted. Actual contact is not necessary for a violation to be called.

2. TIME

Umpires will not permit more than one offensive time-out in each half inning to allow a manager or coach to talk to a batter.

3. BUNTS

Swinging through a fake bunt, regardless of contact, is not allowed. The batter shall be called out, the ball is dead, and no runners advance.

4. INTENTIONAL OUTS

Intentional outs are not allowed.

5. SLIDING/CONTACT

Runners must slide or otherwise attempt to avoid contact at any base where the defensive player has or is about to receive the ball to make a play. Runners do not have to slide if no play is being made at the base.

a. If there is contact, and in the umpire's judgment, the contact interfered with the fielder making the play, the runner shall be called out. The ball is dead and no other runners may advance.

b. If there is contact away from the play, which in the umpire's judgment, was deliberate or malicious, the runner, if at fault, shall be called out. At the umpire's discretion, the runner may also be ejected from the game.

c. If there is deliberate or malicious contact away from the play, which in the umpire's judgment was the fault of the fielder, the runner shall be awarded a minimum of one base. At the umpire's discretion, additional bases may be awarded to the runner, and the fielder may be subject to ejection.

d. If there is incidental contact, which in the umpire's judgment was accidental and did not ultimately interfere with the play, no call shall be made.

6. THE PITCHER

Pitchers in the Mustang, Bronco and Pony Leagues will adhere to the following pitch counts:

LEAGUE	DAILY MAX (Pitches in Game)	REQUIRED DAYS OF REST (PITCHES)				
		0 days	1 days	2 days	3 days	4 days
Mustang	75	1-20	21-35	36-50	51-65	66+
Bronco	85	1-20	21-35	36-50	51-65	66+
Pony	95	1-20	21-35	36-50	51-65	66+

Day of rest shall be defined as one (1) calendar day. *(i.e. If a pitcher pitches 40 pitches on Saturday, he will have 2 days of rest (Sunday, Monday) and is eligible to pitch on Tuesday).*

A pitcher who reaches the pitch count limit in the middle of an at-bat will be allowed to pitch to that batter until that at bat ends.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

During the regular season, each team is responsible for counting its own team's pitches and the opposing team's pitches. Coaches will compare pitch counts after the third and last inning.

After one pitch to a batter, the pitcher shall be considered as having pitched in one inning. No pitcher 12 years of age or younger is allowed to pitch a deliberate curve ball.

Once a pitcher has been removed from the mound, he may not return as a pitcher.

All innings pitched by a pitcher within a game must be consecutive.

Pitchers shall not wear a long sleeved undershirt that is white or gray or may impair a batters ability to distinguish the ball as it is being pitched.

Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties stated for use of an ineligible player.

**Pitch count structure subject to change during playoffs.*

7. HIT BATTERS

Any pitcher, who hits 3 batters in one inning, or 4 batters in one game, shall be replaced immediately. The new replacement pitcher shall be given additional time to warm up as needed.

II. PEE WEE

Games are one (1) hour long.

All players play each inning. Every player on a team bats once per inning.

The last batter on a team automatically hits a home run to clear the bases. The last batter shall be a different player each inning.

Adults pitch at all games. EVERYONE IS A WINNER.

III. PINTO

A. PINTO GENERAL RULES OF PLAY

1. FIELD

Distance between bases 50 feet. Pitching distance 40 feet.

5. LENGTH OF GAMES

Regulation games shall be five (5) innings duration, but shall not exceed 2 hours and 15 minutes. (See Rule I.A.2)

When a game is tied at the end of regulation length, it shall end as a tie game.

If a game is called for any reason, it may or may not be rescheduled, at the discretion of the managers.

2. INNING

In the Pinto League, each team's turn at bat during the first four (4) innings will end when four (4) runs have scored or three outs are made, whichever occurs first. In the fifth inning, each team will bat around the order. For example: if a team has seven players, all seven players will bat in the final inning regardless of three outs or the number of runs scored. Runs scored shall not be tallied as the intention of the game is instructional.

3. PLAYER PARTICIPATION

In all games, each team member must sit out one inning before another player sits out a second inning. Every player must bat in a continuous batting order.

Players are not permitted to play the same position for more than one inning per game.

Each player must play the outfield at least one inning per game.

4. FIELD COACHES

In the Pinto League, one defensive manager or coach may stand in the outfield and coach his/her players the entire game. The manager or coach may not interfere or assist the players in fielding the ball.

6. DEAD BALL

The ball is dead when it reaches the area within the baselines, regardless of possession. The runners must then return to the last base touched, or continue on to the next base, depending upon which one they were closer to when the ball became dead.

A dead ball shall remain dead until a batter legally hits it.

7. INFIELD FLY

The infield fly rule will not apply.

8. WALKS

There are no walks in the Pinto league.

9. DROPPED THIRD STRIKE

Rules covering dropped third strike shall not apply.

10. BALKS

In the Pinto league, balks do not apply.

11. STOLEN BASES

In the Pinto League, runners may not leave the base they are occupying until the batter hits the ball. Once the pitcher has stepped on the rubber in possession of the ball, runners who leave base before the batter hits the ball shall, after one warning, be called out. The pitch shall be considered a dead ball. Base stealing is not permitted.

12. POST SEASON PLAY

There are no standings kept, and no post-season play in the Pinto League.

B. PINTO 7 GUIDELINES

1. PITCHING

Adult pitchers at the Pinto 7 level must pitch from one knee to provide the optimal batting experience for the players. There will be a limit of 8 hittable pitches to the batter. After 8 hittable pitches, if the batter has not successfully hit a fair ball, the coach may allow the player to hit off of a tee or soft toss the ball to the batter from a safe distance, from the side of a hitter. Any relevant contact will be considered fair, provided that the ball is hit in front of the batter and hit within the field of play (as defined as the area within the lines extending from the fence posts into the outfield).

2. STRIKE OUTS

There are no strike outs permitted in the Pinto 7 division

3. BASE RUNNING

Players may not take an extra base on an overthrow in the Pinto 7 division. Managers should discuss and agree on base running rules prior to the beginning of the game. The agreed rules must be communicated to all coaches on each team. In the absence of an agreement, players may advance at their own risk.

C. PINTO 8 GUIDELINES

1. PITCHING

Once a pitcher pitches in a game he must have one calendar day of rest before he pitches again, with the following maximum eligibility: 1 inning per game; 2 innings per week

Pinto 8 pitchers will pitch innings 2, 3 & 4 of a game all season long. When a youth player is pitching, after pitching four (4) balls to a batter, an adult will then pitch to the batter.

1. The adult pitcher will pick up the strike count from the youth pitcher. If the batter has two strikes against them, they will still receive a minimum of two (2) pitches from the adult, even if the first pitch is a strike.
2. The adult pitcher will throw a minimum of two (2) pitches.
3. After the adult finishes pitching to the current batter, the youth pitcher will pitch to the next batter. The exception to this is if the batter was the third out of the inning, or the team at bat has reached the run rule limit.

Youth players will be allowed to pitch from in front of the pitcher's plate if they have difficulty throwing the ball over home plate. The youth pitcher only may take a maximum of two adult steps (3 - 5 feet) towards home plate.

The adult pitcher, which shall be the team manager or a rostered coach, shall call balls and strikes from behind the youth pitcher. No other coach or parent shall contest or argue balls and strikes or make comments that are detrimental to the spirit of the game.

2. STRIKE OUTS

Strike outs will count in the first four innings of a Pinto 8 game, regardless of coach or player pitch. In the fifth inning, there will be a limit of 8 hittable pitches to the batter. After 8 hittable pitches, if the batter has not successfully hit a fair ball, the coach may allow the player to hit off of a tee or soft toss the ball to the batter from a safe distance, from the side of a hitter. Any relevant contact will be considered fair, provided that the ball is hit in front of the batter and hit within the field of play (as defined as the area within the lines extending from the fence posts into the outfield).

3. BASE RUNNING

In the event a player is hit by a pitched ball, the player may choose to be awarded first base or may elect to have their coach step in to complete the at bat. The player will be allowed the opportunity to hit the ball. The coach may throw a minimum of three pitches to the batter. If the batter strikes out off of the coach after being hit by the pitch, the out will be recorded and the at bat considered complete.

IV. MUSTANG PLAYING RULES

A. PLAYING FIELD

Distance between bases 60 feet. Pitching distance 44 feet.

B. PLAYER PARTICIPATION

In all regular, playoff, and championship games, no player shall sit out for more than one (1) inning more than any other player on their team per regulation game. This requirement does not apply during extra innings.

Players arriving late cannot credit any missed innings towards their player participation requirements. A player's eligibility starts when they arrive and their name is added to the bottom of the batting order. Subsequent playing time and position are then at the discretion of the manager in accordance with the other requirements of this section.

Courtesy runners are not allowed without just cause (such as injury or other medical). The only exception to this rule is, after the 2nd out, to allow a catcher put on gear for the next inning.

No player may play more than 3 innings at the same position in a regulation game.

All players must bat in a continuous batting order for the duration of the game. Players leaving in the middle of a game shall have their position in the batting order vacated, with no penalty to their team.

Players sitting out for partial innings do not count towards the per game team requirements.

C. LENGTH OF GAMES

Regulation games shall be six (6) innings duration, but not to exceed 2 hours and 15 minutes as stated in Rule I.A.2.

Regular Season games may end in a tie.

If a game is called (suspended) it is a complete game if four innings have been completed or if the home team has scored more runs in three or three and a half innings than the visiting team has scored in four innings

D. RUN RULE

During the regular season, the maximum allowed runs for the first four (4) innings is 6 runs. Teams are not limited in the final two (2) innings. The final inning may be called early by the umpire due to time constraints. There is no such run limit in the postseason.

If a team is leading its opponent by at least 15 runs after four or more equal innings have been played or after three and one half innings if the team second at bat shall have a 15 run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in front shall be declared the winner.

E. DEAD BALL

If a *pitched* ball goes out of play, or becomes lodged in the fence, the ball is dead and the umpire shall award bases to runners as follows:

1. Runners on third base will not be awarded home.
2. Runners on first and second will be awarded one base unless blocked from advancing by a runner on third base.

If a *batted* ball is subsequently thrown out of play or becomes lodged in the fence, the ball is dead and the umpire shall award bases to the runners as follows:

1. Batter approaching first base shall advance to second base.
2. Forced advancing runners get one base, including home plate.
3. Unforced advancing runners must stop at the next base.

F. INFIELD FLY

The infield fly rule will not apply.

G. WALKS

Intentional walks are not permitted.

H. DROPPED THIRD STRIKE

Rules covering dropped third strike shall not apply.

I. THE PITCHER

Pitchers in the Mustang League will adhere to the following pitch counts:

DIVISION	DAILY MAX (Pitches in Game)	REQUIRED DAYS OF REST (PITCHES)				
		0 days	1 days	2 days	3 days	4 days
Mustang	75	1-20	21-35	36-50	51-65	66+

A mustang pitcher may not exceed three (3) innings per game, regardless of pitch count.

Day of rest shall be defined as one (1) calendar day. *(i.e. If a pitcher pitches 40 pitches on Saturday, he will have 2 days of rest (Sunday, Monday) and is eligible to pitch on Tuesday).*

A pitcher who reaches the pitch count limit in the middle of an at-bat will be allowed to pitch to that batter until that at bat ends.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

During the regular season, each team is responsible for counting its own team's pitches and the opposing team's pitches. Coaches will compare pitch counts after the third and last inning.

J. BALKS

In the Mustang league, a balk will be called after one warning per pitcher, when either one of the following occurs;

1. The pitcher does not make contact with the pitching rubber during his delivery.
2. The pitcher does not pause and set between pitches.

Irreparable field conditions, where contact with the pitching rubber would endanger the pitcher, should be discussed between managers and umpires with resolution reached prior to the start of the game.

K. STOLEN BASES

In the Mustang League, runners may steal bases, but leadoffs are not permitted. Runners may not leave the base they are occupying until the unhit pitched ball has reached or passed the catcher.

A runner who leaves their base early shall incur a warning for themselves and their team, and will be sent back to their base. Any subsequent violation of this rule by any base runner on that team for the duration of the game shall result in that runner being called out. In all cases the pitch shall be considered a dead ball, with no runners advancing.

Home plate cannot be stolen or taken as the result of any pick-off attempt or subsequent misplay. Home plate may be awarded under the following conditions:

1. A bases loaded walk or hit by pitch.
2. A batted ball in fair territory, regardless of any subsequent misplay.
3. A batted ball caught in foul territory, regardless of any subsequent misplay.

L. ALL STAR GAME

The Mustang All Star game will be comprised of a certain amount of players from each team. Voting occurs prior to the selection of the All Star Game. The two head coaches with the best regular season record 2 weeks prior to the All Star Game will be the head coaches of the teams.

The Mustang All Star Game will last seven (7) innings. This is one more inning than a regular season game. There will be no extra innings in the All Star Game, the game will end at the end of 7 innings regardless of score.

Pitch counts will not count towards the week's pitching, however, you must not use a pitcher for more than one inning in the All Star Game.

M. POST SEASON PLAY

In the Mustang league, there will be a post-season tournament to determine a league champion.

V. BRONCO PLAYING RULES

A. PLAYING FIELD

Distance between bases 70 feet. Pitching distance 48 feet.

B. PLAYER PARTICIPATION

In all regular, playoff, and championship games, no player shall sit out for more than one inning more than any other player on their team per regulation game. This requirement does not apply to extra innings.

Players arriving late cannot credit any missed innings towards their player participation requirements. A player's eligibility starts when they arrive and their name is added to the bottom of the batting order. Subsequent playing time and position are then at the discretion of the manager in accordance with the other requirements of this section.

Courtesy runners are not allowed without just cause (such as injury or other medical). The only exception to this rule is, after the 2nd out, to allow a catcher put on gear for the next inning.

No player may play more than four (4) innings at the same position in a regulation game.

All players must bat in a continuous batting order for the duration of the game. Players leaving in the middle of a game shall have their position in the batting order vacated, with no penalty to their team.

Players sitting out for partial innings do not count towards the per game team requirements.

C. LENGTH OF GAMES

In the Bronco league regulation games shall be seven (7) innings duration, but not to exceed 2 hours and 15 minutes as stated in Rule I.A.2.

Regular season games may end in a tie.

If a game is called for any reason, it is an official game if five (5) innings have been completed or if the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed innings.

D. RUN RULE

If a team is leading its opponent by at least 15 runs after 5 or more equal innings have been played or after four and one half innings if the team second at bat shall have a 15 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

E. DEAD BALL

Review Appendix A (page 17) for base running awards table.

F. INFIELD FLY

The infield fly rule shall apply.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases

are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

G. WALKS

Intentional walks are not permitted.

H. DROPPED THIRD STRIKE

Rules covering dropped third strike shall apply.

The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out (NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area);

I. THE PITCHER

Pitchers in the Bronco League will adhere to the following pitch counts:

DIVISION	DAILY MAX (Pitches in Game)	REQUIRED DAYS OF REST (PITCHES)				
		0 days	1 days	2 days	3 days	4 days
Bronco	85	1-20	21-35	36-50	51-65	66+

A Bronco pitcher may not exceed 4 innings per game, regardless of pitch count.

Day of rest shall be defined as one (1) calendar day. *(i.e. If a pitcher pitches 40 pitches on Saturday, he will have 2 days of rest (Sunday, Monday) and is eligible to pitch on Tuesday).*

A pitcher who reaches the pitch count limit in the middle of an at-bat will be allowed to pitch to that batter until that at bat ends.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

During the regular season, each team is responsible for counting its own team's pitches and the opposing team's pitches. Coaches will compare pitch counts after the third and last inning.

J. BALKS

In the Bronco League, each pitcher will be given one balk warning per game, with no runner advancement.

Definition of a balk:

If there is a runner, or runners, then any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

1. Failure to pitch from a set position, or pause between pitches.

2. Failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery.
3. Dropping of the ball (even if accidental) and the ball does not cross a foul line.
4. Taking a hand off the ball while in a set position unless he pitches to the batter.
5. It is also a balk if a runner or runners are on base and the pitcher places his feet on or astride the pitcher's plate, or positions himself within approximately 5 feet of the pitcher's plate without having the ball. Remember that a balk results in an immediate dead ball. Any action that takes place after the balk does not count.

K. STOLEN BASES

In the Bronco League, runners may steal bases, but leadoffs are not permitted. Runners may not leave the base they are occupying until the ball has left the pitchers hand.

A runner who leaves their base early shall incur a warning for themselves and their team, and will be sent back to their base. Any subsequent violation of this rule by any base runner on that team for the duration of the game shall result in that runner being called out. In all cases the pitch shall be considered a dead ball, with no runners advancing.

L. ALL STAR GAME

The Bronco All Star game will be comprised of a certain amount of players from each team. Voting occurs prior to the selection of the All Star Game. The two head coaches with the best regular season record 2 weeks prior to the All Star Game will be the head coach of the team.

The Bronco All Star Game will last seven (7) innings. There will be no extra innings in the All Star Game, the game will end at the end of 7 innings regardless of score. Pitch counts will not count towards the week's pitching, however, you must not use a pitcher for more than one inning in the All Star Game.

M. POST SEASON PLAY

In the Bronco league, there will be a post-season tournament to determine a league champion.

VI. PONY PLAYING RULES

Pony teams are a part of the West Suburban Baseball League (WSB) and shall follow the Rules of the WSB. Rules can be found at Westsuburbanbaseball.com.

In the event Pony teams do not play in the WSB, the following rules shall apply.

A. PLAYING FIELD

Distance between bases 80 feet. Pitching distance 54 feet.

B. PLAYER PARTICIPATION

In all regular, playoff, and championship games, no player shall sit out for more than one inning more than any other player on their team per regulation game. This requirement does not apply to extra innings.

Players arriving late cannot credit any missed innings towards their player participation requirements. A player's eligibility starts when they arrive and their name is added to the bottom of the batting order. Subsequent playing time and position are then at the discretion of the manager in accordance with the other requirements of this section.

Courtesy runners are not allowed without just cause (such as injury of other medical).

No player may play more than 5 innings at the same position in a regulation game. The exception is the pitcher, who may not pitch more than 4 innings regardless of game length.

All players must bat in a continuous batting order for the duration of the game. Players leaving in the middle of a game shall have their position in the batting order vacated, with no penalty to their team.

Players sitting out for partial innings do not count towards the per game team requirements.

C. LENGTH OF GAMES

In the Pony League, regulation games shall be seven (7) innings duration.

When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached.

If a game is called for any reason, it is an official game if five innings have been completed or if the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed innings.

If a game is called for any reason before it is an official game, or when the score is tied, it shall be considered a suspended game and will be rescheduled at a time set by league officials. The game is to be resumed and completed from the point of curtailment. The suspended game and the make-up game combined shall not exceed 2 hours and 15 minutes as stated in Rule II. P. Regulation Game.

If a game is called for any reason while an inning is in progress, after having reached official game length, the score shall revert to the last completed inning, and be considered a completed game. The inning in progress shall not be counted as having been played.

D. RUN RULE

If a team is leading its opponent by at least 10 runs after 5 or more equal innings have been played or after four and one half innings if the team second at bat shall have a 10 run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

E. DEAD BALL

Review Appendix A for baserunning awards table.

F. INFIELD FLY

The infield fly rule shall apply.

An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly.

G. WALKS

Intentional walks are not permitted.

H. DROPPED THIRD STRIKE

Rules covering a dropped third strike will apply.

The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out (NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area).

I. THE PITCHER

Pitchers in the Pony League will adhere to the following pitch counts:

DIVISION	DAILY MAX (Pitches in Game)	REQUIRED REST (PITCHES)				
		0 days	1 days	2 days	3 days	4 days
Pony	95	1-20	21-35	36-50	51-65	66+

A pitcher may not exceed 4 innings per game, regardless of pitch count

A pitcher who reaches the pitch count limit in the middle of an at-bat will be allowed to pitch to that batter until that at bat ends.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

During the regular season, each team is responsible for counting its own team's pitches and the opposing team's pitches. Coaches will compare pitch counts after the third and last inning.

J. BALKS

At the Pony level, each pitcher shall be given one balk warning per game. Definition of a balk: If there is a runner, or runners, then any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

1. Failing to pitch from the set position with runners on first or second base, first and second bases, and third base unoccupied. With a runner on third base the pitcher has the option of pitching from a wind- up or a set position.
2. Failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery.
3. Dropping of the ball (even if accidental) and the ball does not cross a foul line.
4. Taking a hand off the ball while in a set position unless he pitches to the batter.
5. It is also a balk if a runner or runners are on base and the pitcher places his feet on or astride the pitcher's plate, or positions himself within approximately 5 feet of the pitcher's plate without having the ball. Remember that a balk results in an immediate dead ball. Any action that takes place after the balk does not count.

K. POST SEASON PLAY

In the Pony League, there will be a post-season tournament to determine a league champion.