

2024 Mid-Suburban Baseball League (MSBL) All Levels Official League Rules



1. Mission Statement

The MSBL was organized to provide travel teams from nearby communities the opportunity to play league and tournament games based on team needs and the availability of fields. This allows teams to have control over where they play and the cost of playing. The league was developed based on the needs and desires of its members. Therefore, it is imperative that each team send a representative with decision-making authority to each and every meeting called during the current seasons by that age level's MSBL League Coordinator.

2. League Entry

- A. Entry is by invitation only.
- B. The league entry fee is \$600.00. Fees are payable to the Elk Grove Park District. This fee is collected to cover administrative and organizational costs and entitles each team to a minimum number of league games. This is a non-refundable fee.
- C. The MSBL Tournament is included in this fee. Participation is required, however if a team cannot participate for any reason, notification must be made by February 1st. No refunds or credits will be issued. Teams who pull out of tournament after February 1st may be subject to removal from the league. Teams must complete 75% of their regular season games to be eligible to play in the MSBL Tournament.
- D. Each team is required to submit to their league coordinator a Certificate of Insurance. Copies of birth certificates must be carried with the team for all games.
- E. 2023 B/National teams who won their Regular Season Championship are required to register for the A/American division in 2024, they however cannot move up to Elite until participating at least one year at the A/American Division.

3. Rostered Players and Coaches

- A. Teams must submit a Certificate of Insurance and a typed or electronic roster (names and #'s) with a maximum of 15 players to the MSBL League Coordinator no later than your groups scheduling meeting. Teams may not add players to their roster after 3/31/2024, except in extreme cases subject to prior approval by the league. (Changes made between scheduling meeting and 3/31/2024 must be submitted before 3/31/2024. Violation of this will result in forfeit of all games played by non-roster player(s). *No high school players regardless of age are eligible to be a part of the MSBL.

- B. All rostered players must comply with the age chart below. Ineligible players will cause their team to forfeit any and all games they participate in. Team violators will be subject to removal from the league. All teams must provide a copy of birth certificates of their rostered players on the request of the MSBL coordinator.

8U Division - Must be 8 years old or younger, may not turn 9 before May 1, 2024

9U Division - Must be 9 years old or younger, may not turn 10 before May 1, 2024

10U Division - Must be 10 years old or younger, may not turn 11 before May 1, 2024

11U Division - Must be 11 years old or younger, may not turn 12 before May 1, 2024

12U Division - Must be 12 years old or younger, may not turn 13 before May 1, 2024

13U Division - Must be 13 years old or younger, may not turn 14 before May 1, 2024

14U Division - Must be 14 years old or younger, may not turn 15 before May 1, 2024

- C. A limit of three team coaches in addition to a team manager wearing coaching attire and a team scorekeeper will be allowed in the dugout or on the field at any one time.
- D. Late arrivals will be placed at the end of the batting order.
- E. Players can only be rostered on one MSBL Team.
- F. **No “Hired Gun” rule:** In order for a player to be used in a game, any rostered MSBL player must have played in at least 70% of the games the team has played to that date (70% rule uses the first 10 games for the calculation and goes into effect on the 11th game). Violation to this rule will result in a forfeit and possible expulsion from the league.
- Exception #1:** Games missed due to injury or illness will not count in the “games played” calculation (70%).
 - Exception #2:** House players that are rostered as fill-ins will be eligible to play, regardless of 70% rule.
 - Exception #3:** Travel players playing up, rostered as fill-ins will require notification and approval to MSBL coordinator and opposing manager before game in order to play as fill-in.

4. Games

- A. Each team will schedule their own practice games.
- B. League games will be scheduled beginning April 1 (9U-14U) May 1st for 8U. (Adjustments can be made based on participating team’s structures.) Teams are required to play the games scheduled by the league (approximately 18-22 games, 8U will play 10-12 games). End of season, see Chart 1. for your age group end dates. (*Elite Levels may be different*)

Chart 1.

8U Regular Season Ends 11:59 PM 6/24/2024, Bracket Play 6/27 – 6/30.
9U Regular Season Ends 11:59 PM 6/24/2024, Bracket Play 6/27 – 6/30.
10U Regular Season Ends 11:59 PM 6/24/2024, Bracket Play 6/27 – 6/30.
11U Regular Season Ends 11:59 PM 7/8/2024, Bracket Play 7/11 – 7/14.
12U Regular Season Ends 11:59 PM 6/24/2024, Bracket Play 6/27 – 6/30.
13U Regular Season Ends 11:59 PM 7/8/2024, Bracket Play 7/11 – 7/14.
14U Regular Season Ends 11:59 PM 6/24/2023, Bracket Play 6/27 – 6/30.

- C. Member teams will not intentionally “double book” games with other teams or tournaments, thereby causing MSBL games to be cancelled. Teams should not schedule league games in conflict with previously scheduled tournaments. Teams must give opponents at least 14-day notice to postponement due to scheduling conflicts. Affected teams must reschedule within 48 hours or the canceling team forfeits the game. There will be no disputes, however if they occur, the MSBL League Coordinator will settle them. Teams that violate this rule will be subject to removal from the league.
- D. Home team managers must make every attempt to contact visiting team managers at least 1½ hours before game time to cancel and reschedule games due to inclement weather or unplayable field conditions.
- E. Home teams are required to supply and compensate one “patched” umpire (IHSA preferred) during practice, league, and tournament games. If the umpire is not “patched” the managers must agree using a “non-patched” prior to the start of the game.
- F. Teams without a home field will pay the manager of the team with the field all fees required to compensate the umpires and other related costs associated with hosting a game, prior to the start of each game. The non-home field team will be the home team on alternating game dates or otherwise indicated on the official MSBL schedule.
- G. Home teams must provide Two (2) new game balls. **The official MSBL Baseball for 8U, 9U and 10U is Rawlings ROLB1 or R100. 11U, 12U, 13U and 14U official MSBL baseball is Rawlings ROLB or R100.**
- H. Home team must wait 15 minutes after the scheduled game time for traveling teams to arrive (or longer if agreed upon by the participating managers) before the game is forfeited. A game starting 15 minutes after original scheduled time may be allowed to begin with a minimum of 8 roster players. If eight players are used, the 9th spot in the batting order will be recorded as an out. If 9 roster players are available at original scheduled time, the game must begin.
- I. Each team is required to play 100% of their scheduled games. If less than 100% of your league games are completed, teams will take a loss for each game not completed. The scores will be 6-0 for the 8U, 9U and 10U division and 7-0 for the 11U, 12U, 13U, and 14U divisions. There will be no disputes, however if they occur, the MSBL League Coordinator will settle them.

J. Hosting team selects their dugout regardless of the scheduled “home team”.

5. Playing Rules

- A. **IHSA Rules:** Games will be played using IHSA rules unless otherwise noted in this document. Each manager is encouraged to review the published rules.
- B. **Speed up Rule** – IHSA rules apply for batters in batter’s box, one foot must remain in the batter’s box.
- C. **Game Length 8U, 9U & 10U** – Games will be six (6) innings in length. A game is considered an official game once four (4) innings have been completed. If the home team is leading after 3 ½ innings the home team is deemed the winner. If the game is tied at the end of regulation, then teams will play California Rules to determine winner. Each extra inning will start with one out and last batted out of previous inning on second base. All batters will start with a 1-1 count.

Game Length 11U, 12U, 13U, 14U – Games will be seven (7) innings in length. A game is considered an official game once five (5) innings have been completed. If the home team is leading after 4 ½ innings the home team is deemed the winner. If the game is tied at the end of regulation; then teams will play California Rules to determine winner. Each extra inning will start with one out and last batted out of previous inning on second base. All batters will start with a 1-1 count.

- D. **Ties** - If a game is called due to inclement weather, darkness, or previously agreed time restrictions, official game rules apply, Games that have reached complete game status and are tied when suspended will be declared a tie. Games that have not reached complete game status will be rescheduled and continued where the game left off. Games that have reached complete game status and stopped mid inning will revert back to the previous inning score.
- E. **Re-schedule** - Games that are rained out or do not reach complete game status due to inclement weather or darkness or not completed for any reason shall be re-scheduled within 72 hours. If a re-scheduled date is not submitted to a league representative within 72 hours both teams will receive a loss.
- F. **Time Restrictions** - If a home field/umpire has time restrictions, the home field with restrictions must alert the opposing coach at the Umpires/Coaches meeting before the game and Darkness/Weather restrictions will apply and be in effect unless all parties agree to extend the game beyond the original restrictions (IE. availability changes). **If no restrictions are communicated before start of game, there shall be no time limit.**
- G. **Temperature Restriction** - A game may be re-scheduled due to cold temperature at game time. **Both managers must agree** not to play due to temperature at game time. If both managers cannot agree, the game must be played as scheduled or a forfeit will result for the no show team. Once the game begins it becomes an official

game as described in Section 5, Item C.

H. Base Distances:

8U	-	60 Feet
9U	-	65 Feet
10U	-	65 Feet
11U	-	70 Feet
12U	-	70 Feet
13U	-	80 Feet
14U	-	90 Feet

I. Pitching Mound Distances:

8U	-	40 Feet
9U	-	46 Feet
10U	-	46 Feet
11U	-	50 Feet
12U	-	50 Feet
13U	-	54 Feet
14U	-	60' 6" Feet



10U – 14U - Full baseball rules apply; Lead-Offs, Infield Fly Rules, *Balks and Dropped Third Strikes. 8U, 9U, ***NO Lead-Offs, Infield Fly, Balks, or Dropped Third Strike, and runners cannot steal until the ball crosses the plate. 9U cannot steal home, they must score on a hit or walk. 8U No **stealing or bunting.

*10-12U – One Balk Warning, 13-14U – No Balk Warning.

**8U League manager discretion, to be decided before season starts.

***9U League manager discretion, to be decided before season starts.

J. Continuous Batting Rule: will bat a continuous lineup, for all rostered players present and are allowed free defensive substitutions throughout the game to encourage maximum player participation. Any player leaving before the game is over will result in an automatic out when that player's next at bat occurs. There are two exceptions to this rule:

- a. Coaches may announce to the umpire and other coach **before** the game if a player will be leaving early.
- b. If a player is injured and cannot bat for his designated spot in the order, thus requiring that player to leave the game. In both of these instances no penalty will occur and the place in the batting order will be skipped over.

K. Courtesy Runners: Will be allowed for catchers & pitchers and injury to a player. The courtesy runner must be the last batted out. An injured player who requires a courtesy runner must be removed from the game. Pitchers and catchers of the following inning may have a courtesy runner after two (2) outs.

L. **Avoid Contact Rule:** 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.

M. **Official Scoring:** Home team will keep the official scorebook. Please verify scores with opposing team every $\frac{1}{2}$ inning. Updated standings will be provided at the MSBL website at www.msbleague.org

N. **Run Rule:** 12 Runs after 4 innings, and 10 Runs after 5 innings.

- a. 8U: inning will end with completion of 3 outs or "once through the batting order" - with the exception of the 6th inning which would require 3 outs to complete. "Once through the batting order" will revert to the higher of the rostered team for that particular game. For example, if "Team A" has 9 players vs "Team B" with 12 players, "Team A" would be allowed to bat 12 players in an inning if 3 outs are not recorded first.

O. **Bunt Rule:** Batters who show bunt must either bunt or take the pitch. The batter may not swing the bat at the ball. Batters will be called out whether they make contact with the ball or not and ejected from the game and that position in the batting order will be an automatic out in the line-up.

P. **Fake Tags:** Any infielder who fake tags a runner when no throw is made will be given a warning. Next occurrence will result in that player being removed from the game.

Q. **Warm-ups:** Each team will be allowed 15 minutes of warm up time prior to the game provided they arrive early enough. Home team should be the first to warm up. Use good judgment and courtesy in order to get the game started on time.

R. Pitching Rules

- a. Innings Per Game
 - 8U - 2 Innings/Game - An inning is three consecutive outs
 - 9U - 2 Innings/Game - An inning is three consecutive outs
 - 10U - 2 Innings/Game - An inning is three consecutive outs
 - 11U - 3 Innings/Game - An inning is three consecutive outs
 - 12U - 4 Innings/Game -- An inning is three consecutive outs
 - 13U - 4 Innings/Game -- An inning is three consecutive outs
 - 14U - 5 Innings/Game -- An inning is three consecutive outs
- b. Mound Visits

One free trip to mound per inning by a coach or manager is allowed and only a total of two free trips are allowed per pitcher per game. On the second trip per inning or third trip per game the pitcher must be removed. Balk explanation trips are excluded as a trip to the mound.
- c. Pitching Rubber

A major league sized pitching rubber should be used. Fields may or may not have mounds.
- d. Removal of Pitchers

Pitchers once removed from a game may not re-enter as a pitcher.
- e. Warmup Pitches

Pitchers will receive a maximum five (5) warm-up pitches every inning. Relief pitchers will receive a maximum of ten (10) warm-up pitches.
- f. Pitched Ball Restrictions

8U, 9U, 10U, 11U - No breaking balls including a slip pitch will be allowed. Only the umpire will deem a pitch a breaking ball. One warning will be given. On subsequent breaking balls, the pitch will be deemed an illegal pitch and the IHSA rules for an illegal pitch shall apply. 2024 12U WILL ALLOW BREAKING BALLS AT ALL LEVELS
- g. Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long-sleeved undergarment (which may distract the batter).
- h. A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

6. Equipment

- A. **Metal spikes may not be worn at the 8U, 9U, 10U, 11U, 12U divisions.**
- B. Batters, on deck hitters, and base runners must wear helmets.
- C. Players may not wear jewelry.
- D. For a bat to be legal it must be permanently marked "1.15 BPF", or "USA", or "BBCOR" or be a wood bat. The 13U division must be no lighter than -8. The 14U division will be the only division that must use a -5 or -3 bat.
- E. Players coaching bases must wear a helmet.
- F. For safety reasons all players must wear a protective cup. Catchers must wear protective catcher's equipment and a protective cup.
- G. The umpire prior to the start of the game may approve a non-identical ball.

7. Conduct

- A. Only team managers may discuss a call with an umpire and only if the discussion is a question about rules call. Judgment calls are final.
- B. Players Ejected will have an out recorded at their position in the batting order.
- C. **Ejections:** Any manager, coach, player or family member ejected from a game; the following penalties will be assessed:

1st Ejection: Will include a warning and up to a 1 game suspension.

2nd Ejection: Minimum 3 Game suspension.

3rd Ejection: Subject to Disciplinary Committee decision.

Note: **Any** manager, coach, player, or family member ejected from a game for disciplinary reasons must be reported by both managers to the MSBL League Coordinator within 24 hours.

- D. Team managers will be responsible for the conduct of their coaches, players and fans. Umpires are authorized to throw violators out of a game and ask them to leave the park or subject their team to a forfeit.
- E. All teams are asked to clean-up their dugout and bleacher areas after each game.
- F. Players who throw their bat after swinging shall be given one warning. On the

second and all subsequent occurrences, the player shall be called out. Safety is the primary concern here.

- G. Players who throw a tantrum and toss their bat, helmet or any equipment in a dangerous manner will be ejected.
- H. Players are not allowed to sing or chant. No distracting noises during the pitcher's wind-up. Vocal support for their team is allowed in the form of cheering and voicing encouragement. **Any** form of vocal distraction during a pitcher's wind-up or delivery is not allowed (Example: To raise your voice and yell "go" to a base runner while a pitcher is in their wind-up).
- I. No protests will be allowed. However, any one team repeatedly accused of supplying unfair umpires will be subject to review by the MSBL League Coordinator and subject to penalty.
- J. Dispute Committee – If there is a rules dispute (NOT a judgment call by the umpire) that is not clearly defined by the IHSA rules or the rules here within, then a formal dispute should be logged with the MSBL Coordinator by email. A final decision will be made by the dispute committee, if there is no dispute committee the MSBL Coordinator ruling will be final.

8. Tie Breakers – Divisional Standings (Regular Season)

- A. Team with the best record in head-to-head competition.
(Only applicable when 2 teams are involved. Anytime more than 2 teams have the same record in division/pool play head-to-head is thrown out and the next tie-breaker is in effect.)
- B. Team with the best division/conference record, if applicable.
- C. Team allowing the fewest runs overall.
- D. Team scoring the most runs overall.
- E. One game playoff

9. MSBL Tournament

A. *All MSBL teams are required to participate in the MSBL Tournament.

*See section 2 Rule C.

Teams must complete 75% of their regular season games to be eligible to play in the MSBL Tournament.

B. Tournament Format: All Leagues

All teams advance to Single Elimination Tournament in Elk Grove.

Teams will be seeded based on the regular season record into a “Gold” or “Navy” Bracket. We will have two Tournament winners at each League Level. A Gold Winner and a Navy Winner.

Seeding Tie Breakers will be:

Best Record head-to-head competition.

(Only applicable when 2 teams are involved. Anytime more than 2 teams have the same record in division/pool play head-to-head is thrown out and the next tie-breaker is in effect.)

Runs Allowed

Runs Scored

Coin Flip

C. Specific MSBL Tournament guidelines will be provided by MSBL League Director once registration numbers are finalized. Guidelines will include, but not limited to; specific tournament rules, trophies, concessions, umpires, game time limits, etc.

