



RMSBO

Roselle Medinah Softball & Baseball Organization 2023 Rule Book

**Please go over rules with your parents!
Have a fun season!**

Table of Contents

- I. Sportsmanship

- II. General RMSBO Rules
 - A. Batting
 - B. Defensive Playing Time
 - C. Field Conditions
 - D. Game Preparation
 - E. Helmets
 - F. Lightening, Forfeits, Protests
 - G. Managers and Coaches
 - H. Pitching
 - I. Player Movements
 - J. Sliding
 - K. Uniforms

- III. RMSBO Rules for Each Division

- IV. Attachments
 - Attachment 1 – Boys Playing Time Grid for all divisions
 - Attachment 2 - Boys Divisional “Snapshot” Rules Matrix
 - Attachment 3 – Girls Divisional “Snapshot” Rules Matrix
 - Attachment 4 - RMSBO suggested Batting Order and Positioning Grid

I. Sportsmanship

NOTE: A coach, player, substitute, attendant or other bench personnel shall not use words or act to incite or try to incite spectators or use profanity or remarks which reflect upon the opposing player, umpire, or spectator. After an initial warning the umpire may eject anyone as appropriate in order to maintain control of the game and help insure the safety of its participants. It is the RMSBO's intention to deal with disciplinary measures based upon the severity of each occurrence. It is therefore our policy to follow prescribed guidelines that may appear within this document or elsewhere. The RMSBO board will take whatever disciplinary action is necessary for any given circumstance, including further suspensions or expulsion.

1. Poor Sportsmanship (excessive arguing, profanity, equipment throwing, etc.) by any participant (manager, coach, player, parents) is strictly forbidden. Any act of poor sportsmanship may result in immediate ejection from a game. The consequence of the act will be at the umpires' discretion. Any incidents of poor sportsmanship, fighting, violence are subject to disciplinary action of the RMSBO board and will be dealt with as appropriate.

An initial incident of bat throwing will result in the umpire issuing both teams a warning. The second and any further incidents will result in an automatic out and possible game ejection.

2. Any player, manager, or coach ejected from a game for any reason is automatically suspended for the next game that is played by the team. The ejected player, parent, manager or coach must leave the field of play immediately. Failure to comply with this rule will result in a forfeit by the offending team and possible additional disciplinary action by the RMSBO board. Commissioners must be notified of these incidents and they must review all incidents of this nature at the next regularly scheduled full board meeting.

An ejection from a game for the *second* time will result in that individual being suspended for the next game that is played by the team and he/she will be required to meet with the respective Commissioner and subject to disciplinary action by the Commissioner or RMSBO Board. Failure to comply with this rule will result in a forfeit by the offending team and possible additional disciplinary action by the RMSBO board.

An ejection from a game for the *third* time will result in expulsion from the League for the remainder of the year.

3. If you have a player who does not show up for practices and games or is constantly abusive or displaying poor sportsmanship the manager should discuss the situation with the parents. If the situation is not immediately rectified, then notify your commissioner.

He/she will take the necessary steps to improve the situation along with the parents and/or boards assistance

4. Only one manager from each team may address the umpire during a game. This would be the manager or the acting manager for that game. This would be established at the pre-game conference.
5. All games played will follow this rulebook. All teams playing within these divisions will follow this rulebook.

II. General Rules

A: Batting Orders

All batting orders are consecutive in the Roselle Medinah Softball and Baseball Organization (RMSBO) In-House divisions. All players at the game are listed in the batting order and must bat when it is their turn. Any player arriving late is added to the order following the last listed player in the consecutive order. If a player leaves or is unable to bat due to injury during a game, the next player in the batting order will bat without an out being recorded.

B: Defensive Playing Time

Each player must play at least two defensive positions during a game, one inning in the outfield and one inning in the infield. Each player must play an infield and an outfield position by the end of the 4th inning for Pee-Wee Divisions and above. A defensive inning shall consist of 3 outs by the same team or the maximum amount of runs allowed in an inning scored by the offense. We have categorized defensive positions as the outfield (LF, CF, RF) and the infield (P, C, 1B, 2B, SS, 3B). If it is noticed that a player has not been rotated within these rules as stated, they will have until the start of the inning, or anytime during that inning, to notify the other team manager of the infraction to correct it. If the error is discovered after the inning was completed, no action will be taken and the inning will stand as official, however the team manager should be notified, and players must be rotated properly for the following inning. If the error in rotation is discovered after the game is completed, results will stand and there will be no forfeit. If a manager refuses to follow the rotation rules as stated, the game must be stopped, and the league commissioner should be contacted by phone immediately. Each player must play the most innings that are mathematically possible. Each player present before the start of a game will be in the field for at least four innings in regularly scheduled six inning games, or five innings in seven inning games. Players arriving after a game has started will lose the number of innings of minimum playing time equal to the number of innings missed. Refer to ATTACHMENT 1 for "Playing Time" Chart and forward questions to your commissioners! No player will sit out twice until every player has sat out at least once. Failure to follow these guidelines can result in the forfeiture of the game where the rules were not adhered to including playoffs.

C: Field Conditions

Do NOT call the Park Districts regarding field conditions until **4:00 PM or after**. Also, please do not distribute these rainout numbers to your parents. It is recommended that only Managers or Coaches call at that time and then use a chain call system or email to alert the other coaches, players, parents, etc. You may also obtain field conditions by going to the park district websites for updates after 3:00 p.m. You may access the individual park district websites through our website at www.rmsbo.com.

Roselle Park District (630) 893-0939

Medinah Park District (630) 893-2925

www.rmsbo.org

******* If the fields are not playable according to the Park District message, you are not allowed to use the fields for games or practice. Park Districts will update the website during the weekdays only. On weekend days, the field conditions are left to the discretion of both***

managers. If fields CANNOT be walked on without sinking into the dirt, they are NOT playable. No field maintenance will be allowed during weekend days unless authorization is given by the commissioner or the park district. NO EXCEPTIONS! ***decisions will be made on a game-by-game basis.**

D: Game Preparation

1. Games will not start until the lineups, consisting of both names and numbers of all players participating in the game have been exchanged by the managers.
2. The home team managers and coaches are responsible to lay out the bases and mound before each game. Remember, only managers are issued keys to the storage boxes. Both team managers and coaches are to ensure that all the equipment is returned to the storage box and that it is locked after the game.
3. If anyone notices any missing or broke equipment in the boxes (i.e., hammer, tape measures, base t's, etc.), please notify your commissioner or call the RMSBO hotline at 630-200-9195 IMMEDIATELY.
4. The HOME team, according to the schedule, will have the field for the first 15 minutes of a half hour before the scheduled game start time (example, 5:30-5:45 for a 6pm game) and occupy the third base dugout. The visiting team will have the field for the last 15 minutes of a half hour before the scheduled game start time (example, 5:45-6pm for a 6pm game) and occupy the first base dugout.
5. No one is allowed behind the backstop. It is the responsibility of both managers to help the umpire enforce this rule. **THIS RULE WILL BE STRICTLY ENFORCED.** The only exception will be if bleachers are positioned behind the backstop, then spectators will be limited to the bleachers in that area. Team spectators setting up personal chairs or standing behind the backstop will NOT be allowed at any time. NO EXCEPTIONS!
6. Each team will supply one new ball per game. Each manager is supplied enough new balls at beginning of the season to cover all scheduled games. Do not use new baseballs for practice! The new baseballs are your game balls.
7. Each team is to police the entire field and place any trash in the receptacles provided.

E: Helmets

All hitters and runners must wear a helmet at all times while on the field. The only time the helmet may be removed is in the dugout. Even if a player is called "out", they must leave the helmet on until they are back in the dugout. If the helmet is removed prior to time being called and the ball is still live, both teams will be given a warning. The next infraction will result in the player being called out or the team being given an out! It is highly recommended that all kids wear facemasks with their helmets. As for players registered with the RMSBO, all helmets used in practices and games must have a facemask attached, **except for Tee Ball, Colt and Palomino divisions.**

F: Lightning, Forfeits, Time Limits, Suspended Games, Rain Outs, Protests

1. Lightning Rule: If **ANY** manager, coach or umpire sights lightning, the game will be immediately suspended for 30 minutes. Everyone is to leave the field area and seek shelter in a safe place away from the field during this time. In order for the game to continue, umpires will wait for a minimum of 30 minutes to pass **before the last sighting of lightning has occurred**. If the umpire sites lightning again after play has resumed, he/she will stop play permanently for that day. All normal rules apply to suspensions, ties, and legal game decisions. Any attending RMSBO commissioner or Board of Trustee member may immediately stop play of any game if they sight lightning or for any condition that may make an unsafe environment. If games are being played at Kemmerling, Clauss or Valley, the Strike Guard Lightening Detection system will be operative and those signals should be followed at all times.
2. A minimum of eight players is necessary to start a game. Any team with less than eight players fifteen minutes after the scheduled start time will forfeit that game. This rule may be waived if both managers agree. The rule is enforced during playoff competition. A player arriving late will be placed in the lineup and hit in the ninth position.
3. Regular season games will have a time limit of 1:45 minutes. No new inning can be started after the 1:45 time limit. All innings that start before the time limit will be completed. If a new inning is started on a non-lighted field, that inning will be played to completion, darkness permitting. Umpire will issue the final call on darkness. Any inning started on a lit field will have a 2 hour drop dead IF there is a game following. If no game is following, the in-progress inning shall be played to completion. Any innings that start but don't complete because of darkness or weather will not be counted and revert to the last completed inning.

Playoffs-- A game is official after 4 innings for a 6-inning game and 5 innings for a 7-inning game. No inning can start after 2 hours. All playoff games will complete the last inning that was started. There will be no drop-dead time for playoffs. If game cannot continue due to weather, darkness, etc. the game will resume at a later date. There will be no stalling. If stalling is suspected umpire will enforce 3 warm-up pitches between innings or 3 minutes between innings, whichever comes first. If there is a tie at the end of regulation, then play will continue using the "California Tie-breaker" process until the end of an inning where a team has taken the lead and winner is declared.

The Championship Game will be a full 7 inning game (majors), 6 inning game (minors), with no time limit. If there is a tie at the end of regulation, then play will continue using the "California Tie-breaker" process until the end of an inning where a team has taken the lead and winner is declared.

California tie breaker - Starting the new inning in overtime, a runner (last out) will be placed at second base with 1 out and a 1 ball and 1 strike count, full innings will be played until a winner is determined.

3. Depending upon how many games have been lost to weather, rain outs may be scheduled by the respective division's Commissioner. All rain out games should be played within the next 2 weeks, based upon field/time availability.
4. No protests to the umpire's judgement call. All of the umpire decisions are final!
5. You can protest a call if it pertains to a rule. Game protests must be declared with the umpire, with both managers present, at the game in question when the rule in question arises.

G: Managers and Coaches

Managers and/or Coaches are **required** to:

1. Register with the RMSBO during its annual registration days and must sign up in person or notify a Board member of their interest to manage or coach within the registration time frames.
2. Attend one certification class conducted by the RMSBO. Each manager and coach is required to attend these sessions yearly. Dates, times, and locations of these classes will be made available at registration or shortly thereafter. Failure to gain Certification status for the current year will disqualify an individual from managing, coaching, or entering the field of play for that season.
3. Submit to a background check.
4. Administer the Fund Raising and Picture Day programs for their team and turn in the money to the RMSBO in a timely manner.
5. Contact drafted players/parents and introduce themselves via telephone within 48 hours of the RMSBO draft and hold a parent meeting within 2 weeks of the draft.
6. Abide by all rules and guidelines of the RMSBO.
7. Distribute uniforms to their team at the first parent meeting. This also includes managers of post-season teams.
8. Care for the equipment provided to them by the RMSBO and return this equipment by the date stipulated by their commissioner.
9. Notify their commissioner anytime an umpire issues a warning or ejects a manager, player, or coach. The commissioner must be notified within 24 hours after any incident/occurrence.
10. Call or email their division commissioner the day after a game (preferably ASAP), to provide the final score as well as the names of players who pitched for each team along with their number of innings pitched for that game for divisions 7 and up. **This applies to the playoffs only.**
11. Only one manager from each team may address the umpire during a game. This would be the manager or the acting manager for that game. This would be established at the pre-game conference.

Failure to comply with these rules will jeopardize future managerial or coaching roles within the organization!

*Managers are responsible for the behavior of their team, their respective parents, and your fans before, during and after games. **The use of alcohol before, during or after a game on Park District property is strictly prohibited.** Violation of this rule will be cause for immediate expulsion from the RMSBO and its associated events.*

H: Pitching

For all divisions, one pitch in any inning will be counted as a full inning pitched regarding individual game or weekly pitching allowances. Refer to the divisional rule section for specific pitching rules in a particular division.

In order to move the game along, warm up pitches between innings shall be limited to 5 pitches. If the catcher for the next inning is on base **they** must be replaced by a pinch runner any time after 1 out. The pinch runner will be the player who made the last batted out in the game. The purpose of this is to get the catcher ready for the next inning so when 3 outs are made, the catcher is already dressed and ready to go.

The batter must make an effort to get out of the way of a pitch. A batter hit by a pitch that hits the ground first is awarded first base as long as, in the umpire's judgment, the batter made an appropriate effort to get out of the way. After the pitch hits the batter, it's a dead ball.

The legality of the pitcher can be challenged after 1 pitch to a batter.

Up to and including the MAJOR Division, pitchers will be limited to appearances in two (2) consecutive games. One pitch constitutes an inning. A pitcher may not pitch in three (3) consecutive games. NOTE: There is no time limit on this rule, (i.e. If it takes three weeks to play three consecutive games, and a player has pitched in the first two games, he may not pitch in the third game.) If there is a pitcher in that does not comply with this rule, he is deemed an illegal pitcher.

PENALTY: If a protest is filed, and it is proven that a team has broken the rules, then that team forfeits the game.

I: Player Movements

Players may be moved up one level to play in another division when there is a shortage of players for games. A player may only be moved up if the manager knows the team will have less than nine players at a game. The player that was called up can never play in the field more innings than any regular team member. The called-up player must hit in the last position of the consecutive batting order. At no time may a "called up" player be used as a pitcher. Be sure the parents and the called-up player (s) understand this rule.

A list of eligible players is solicited from each manager in the division. The list is determined by ability and confidence level as determined by the individual managers but will be limited to a maximum of 4 players per team. The players will be listed under their team names alphabetically, and the team names will in turn be sorted in alphabetical order. Once the list is finalized by the division commissioner, it is passed to the next higher division level commissioner, where it becomes the official "play up" list. In this manner, managers within each division continue to contact and communicate with their respective commissioner who is the contact point for all matters.

The following procedure must be followed when requesting a player be called up for a game.

1. Notify your commissioner that you will be short of players for your game.
2. The commissioner will have a list of 4 players from each team listed alphabetically on his "Play Up" list received from the next lower division's commissioner. Players will be assigned based upon being next in line, schedule conflicts, and availability.
3. The commissioner and/or manager will contact the respective players to determine availability, review playing time rules, and give game time / location information. In no event will managers take this matter into their own hands and simply call the best available players and then subsequently advise a commissioner.

It is important to remember that the commissioner is always referring back to the play up list and assigns the next player based upon the number of rotations & availability.

Essentially, this means we try to give everyone on the play up list a fair chance to participate and play during the course of the season.

NOTE: The best player available will be called up from the Major Boys Division to compete in the Pony Division. Rules governing the Pony Division will apply to the player that was called up. This exception is in effect due to the competitive nature of the Pony Program! This rule applies to all older divisions beyond the Majors.

J: Sliding

Safety is the number one concern! As a rule of thumb, the base runner should avoid contact. Sliding is not mandatory, avoiding contact is. Slide when the play is going to be close. Managers/Coaches should spend time teaching sliding and encourage it on all any possible close plays. Covering this rule with the umpires before every game as part of the ground rules is strongly encouraged in order to eliminate confusion. Umpire interpretations and decisions are final!

K: Uniforms

An RMSBO uniform is required to be worn in order to participate in all regular and post-season tournament games. The uniform issued to the players of the RMSBO consists of caps, jerseys, pants, and socks. **All players in the boy's divisions must wear a protective cup at all times or they will not be allowed to play.** Any additional printing on the issued RMSBO uniform is prohibited without Board approval (nicknames are not allowed)! Failure to comply with these rules will result in game suspensions and further board disciplinary action.

III. RMSBO Rules for each Division

The table below indicates which rule book(s) govern each division within the RMSBO. The current year Little League, IHSA or ASA rulebooks, as well as the latest release of any specific Association exception rules will prevail. Specific RMSBO exceptions are noted for **Boys and Girls in each Division's Program Rules**. Refer to your respective Program/Division references and discuss any exceptions or clarifications with your Commissioner.

Boys Program Rules

<u>Division</u>	<u>Age Group</u>	<u>Rule Book</u>
Boys&Girls T-Ball	5-6	Little League, RMSBO
Boys PeeWee	7-8	Little League, RMSBO
Boys Minor 9-10	9-10	Little League, RMSBO
Boys Majors	11-12	IHSA, RMSBO
Boys Pony	13-14	IHSA, CSYBA
Boys Colt	15-16	IHSA, CSYBA
Boys Palomino	17-18	IHSA, CSYBA

Girls Program Rules

<u>Division</u>	<u>Age Group</u>	<u>Rule Book</u>
Boys&Girls T-Ball	5-6	ASA, RMSBO
Girls Pee Wee	7-8	ASA, RMSBO, Midwest Recreational Fastpitch Softball League
Girls Minor	9-10	ASA, RMSBO, Midwest Recreational Fastpitch Softball League
Girls Major	11-12	ASA, RMSBO, Midwest Recreational Fastpitch Softball League
Girls Pony	13-14	ASA, RMSBO, Midwest Recreational Fastpitch Softball League
Girls Fillies	15-16	ASA, RMSBO, Midwest Recreational Fastpitch Softball League
Girls Seniors	17-18	ASA

Boy (5-6) and Girls (5-6) T-ball

Because of the young age of this entry-level player group, players hit off of a "T" and require a lot of support and teaching.

1. Hitting

- The ball will be placed at the height of a normal swing for each batter (normally about belt buckle level). They will stand parallel to home plate while batting.
- Each batter will receive 5 swings off the tee, to hit the ball fair within the foul lines and beyond the seven-foot quarter circle. If the batter does not put the ball in play, the batter will be called out.
- A verbal warning will be given to the player the first time the bat is thrown. The second time the bat is thrown by the same player he will be automatically out.
- The batting out of turn penalty is suspended at this level. The manager will notify the other team manager as soon as possible, when a player has batted out of turn.
- No bunting or taking less than a full swing is allowed. If this should occur, the batter will hit again with a strike charged. However, if the batter makes an out, the out will stand, and the batter will not be called back.
- Mandatory substitution for the player scheduled to be the catcher in the next inning as soon as they reach base.

2. When possible each team will field a maximum of 10 players defensively. Four (4) Outfielders, four (4) infielders, a pitcher and a catcher. The 10th player will be an outfielder, who will keep both feet in contact with the outfield grass in fair territory until the ball is hit. **The use of an outfielder as an additional "second baseman" or "short centerfielder" is prohibited. Outfielders are not allowed to play on or near 2nd base. It is mandatory that each player plays (2) different infield positions and (2) different outfield positions per game.**

3. Up to three defensive managers/coaches are allowed on the field to instruct defensive players. The manager/coach cannot come in contact with the ball or any player during the course of a live ball play.

4. Runners shall stay in contact with the base until the ball is hit. Violators will receive a "leaving the base early" warning.

There is no base stealing at this level. If in the Manager/Coaches judgment a base runner leaves the base early and gets an extra base due to leaving early, the runner will be instructed to return to a prior base.

5. The defensive player who occupies the pitching position must start with both feet on the rubber. He must then follow through a pitching motion to the batter.

6. All infielders must position themselves no further than four feet in front or in back of the base path. Outfielders must remain on the grass in regular outfield positions. An outfielder cannot be positioned in the infield at anytime.

7. The catcher may wear a fielder's glove, but **must wear a catcher's helmet, chest protector, and shin guards.**

8. Players may wear coats whenever they are needed.

9. If there is an umpire, the umpire will call the game because of darkness as soon as they feel it is necessary. If there is no umpire, the managers will make that decision together.
10. The infield fly rule will not be called at this level.
11. **The t-ball division** plays a 5-inning game, 4 runs maximum. per inning or 3 outs, whichever comes first.
12. All teams must use the Rotation Tables.
13. Double plays are allowed at this level. No triple plays allowed. A triple play counts as 2 outs.
14. Coaches need to encourage their players to throw the ball to their teammates that are covering a base to record an out. Players should not be running to a base to record an out while their teammate is there ready to catch the ball.

Bat Rule: Must use USA Baseball, USSSA or BPF 1.15 or less or wood.

Girls Pee Wee (7-8 year olds)

This Division will follow the Midwest Recreational Fastpitch Softball League Rules

Boys Pee Wee (7-8 year olds)

Instructional baseball is the goal of this division. Two coaches are allowed to be on the field with the players during the entire season. We suggest that one coach stand behind the umpire to assist the catcher with pitch balls that get past the catcher.

PeeWee 7s will be coach pitch only. Incrediballs will be use at the PeeWee 7 level. PeeWee 7 will be 100% Coach Pitch. Players will get five (5) pitches from the coach with the result either being a strikeout or a ball in play. A foul ball on the fifth pitch will result in another pitch until the player puts the ball in play, strikes out, or does not swing.

At PeeWee 8s, players will pitch every inning of every game. League Balls will be used at the PeeWee 8 level. The pitcher will pitch a maximum of 3 pitches to each batter. Balls and Strikes will be called. In those 3 pitches, the batter will either put the ball in play or strike out. If the batter has not put the ball in play or struck out in those 3 pitches, the coach will come in and assume the strikes on the batter. For example, if the player gets one strike on the batter, the coach will get two pitches. A foul ball with two strikes will result in another pitch until the player puts the ball in play, strikes out, or does not swing. There will be no walks! The player either hits the ball or is called out.

In the 6th inning, or in the case of extra innings, the maximum runs scored rule is 10 runs during the regular season. During the post season, in the 6th inning, or in the case of extra innings, the maximum runs scored rule will no longer be in play.

Runners must stay in contact with the base at all times. Runners may not advance on any overthrows to any base. Play stops when any player, while in the infield, has control of the ball. The umpire's decision regarding runner placement is final.

Bat Rule: Maximum barrel diameter 2 1/4" USA Baseball, USSSA or BPF 1.15 or less or wood

Girls Minors

This division will follow the Midwest Recreational Fastpitch Girls Softball League Rules

Boys Minor 9 & 10

Base runners must stay in contact with the base at all times until the ball hits or passes the catcher's glove. Base stealing is allowed, however that is limited to one steal per batter, per inning. Players detected leaving early will be sent back to their original base. Runners may continue to advance if played upon or when the ball is live, such as an overthrow in the outfield.

Play stops when the pitcher has control of the ball in the mound area, a 8-foot circle centered by the pitching rubber.

Runners that aren't more than halfway to the next base will be returned to the preceding base. The umpire's judgment and decision is final.

Runners on third (3rd) base can only advance home on a batted ball or a walk or if they are played upon by catcher or pitcher. Under no circumstances will a player be allowed to advance home when the catcher plays upon a runner attempting to steal second base or overthrows to the pitcher.

Teams may pitch a player for two innings in two consecutive games. The length of time between games does not matter.

Pitchers will be allowed to pitch per the Attachment 2, "Divisional Snapshot Rules Matrix." Pitchers will be allowed to walk a maximum of 4 batters per inning, or combination of walks and hit batters per inning. Once the total of hit batters and walks reaches 4 the pitcher must be replaced. This is the cumulative total for the inning. The total amount of walks and hit batters DOES NOT have to be consecutive.

Bunting is allowed, but not fake bunting. Fake bunting is defined as a batter showing bunt, then pulling the bat back and taking a swing.

After a batter walks, he/she is allowed first base only!!

In the 6th inning, or in the case of extra innings, no maximum run limit will be in effect. A team keeps batting until 3 outs are recorded.

Pitchers will be allowed to pitch per the Attachment 2, "Divisional Snapshot Rules Matrix". Pitchers who hit two batters in 1 inning or 3 batters in a game, must be replaced. ** Pitchers are not allowed to pitch in 3 consecutive games.

No intentional walks

Bat Rule: Little League approved Maximum barrel Diameter 2 3/4" USA Baseball, USSSA or BPF 1.15 or less or wood only

Girls Majors

This division will follow the Midwest Recreational Fastpitch Girls Softball League Rules

Boys Majors

Runners may take leadoffs and steal at anytime when play is live or the ball is in play. However, when a runner is on 3rd base, he may NOT steal on the pitch, only on a passed ball or when in play. Balks are called in this division. During the regular season, one warning per pitcher will be given before a balk will be called and enforced.

Dropped third strikes, infield fly, and slaughter rules are all enforced in this division.

Any team behind by 10 runs or more after 6 innings, or 5 ½ innings if the home team is ahead, must concede the victory to their opponent.

In the 6th and 7th inning of all games, the maximum run rule is not in effect. Defensive teams must get 3 outs.

Pitchers will be allowed to pitch per the Attachment 2, “Divisional Snap-Shot Rules Matrix”. Pitchers who hit two batters in 1 inning or 3 batters in a game, must be replaced. ** Pitchers are not allowed to pitch in 3 consecutive games. In the event a pitcher pitches the first 3 innings of a game, he must play the outfield by the end of the 5th inning.

Bat Rule: Maximum barrel diameter 2 3/4” USA Baseball, USSSA or BPF 1.15 or less or wood only

Girls Pony

This division will follow the Midwest Recreational Fastpitch Girls Softball Rules

Boys Pony

This Division will follow the Western DuPage Boys Baseball League Rules

Girls Fillies

This division will follow the Midwest Recreational Fastpitch Girls Softball League Rules

Boys Colt

This division will follow the Chicago Suburban Youth Baseball Association

Girls Seniors

This division will follow the Midwest Recreational Fastpitch Girls Softball League Rules

Boys Palomino

This division will follow the Chicago Suburban Youth Baseball Association

ATTACHMENT 1

“Playing-Time” Chart for all Boys Divisions [regulation 6 or 7 inning game]

<u># Of Players At Game Time</u>	<u>Minimum # of Innings / Maximum # of Innings</u>
Less than 9	All players on the field for the entire game
9	All players on the field for the entire game
10	4 players on the field for 6 innings 6 players on the field for 5 innings
11	10 players on the field for 5 innings 1 player on the field for 4 innings
12	6 players on the field for 5 innings 6 players on the field for 4 innings
13	2 players on the field for 5 innings 11 players on the field for 4 innings
[Majors]	[7 Inning Regulation Game]
9	all players on the field for entire game
10	3 players on the field for the entire game 7 players on the field for 6 innings
11	8 players on the field for 6 innings 3 players on the field for 5 innings
12	3 players on the field for 6 innings 9 players on the field for 5 innings

ATTACHMENT 2

Boys Divisional "Snapshot" Rules Matrix

<u>Category</u>	<u>Boys& girls T-ball 5&6</u>	<u>Boys Pee Wee 7</u>	<u>Boys Pee Wee 8</u>	<u>Boys Minor 9 & 10</u>	<u>Boys Major 11-12</u>
Bases	50 Feet	55 Feet	55 Feet	60 Feet	70 Feet
Stealing	No	No	No	Yes *	Yes*
->Delayed	No	No	No	No	Yes
->Leadoffs	No	No	No	No	Yes
Pitching	No	Yes	Yes	Yes	Yes
->Inn/Game	None	1	2	2	3
->Inn/Week	None	N/A* ⁴	N/A* ⁴	N/A* ⁴	8* ⁴
->Balks	None	None	None	None	Yes
->Distance	none	38 Feet	40 Feet	46 Feet	48 Feet
Dropped Third	No	No	No	No	Yes
Infield Fly Rule	No	No	No	No	Yes
Bunting	No	No	No	Yes No Fake Bunting	Yes No Fake Bunting
Slaughter	No	No	No	No	Yes
->Runs/Inn	N/A	N/A	N/A	N/A	10 / 6
Inn per Game	5	6	6	6	7
Regulation Game	N/A	4	4	4	5
Runs Per Inning	4	5	5	5*	6*

See individual divisional rules section for more details and/or exceptions.

* Note: Maximum run rule is not in effect in the final inning of the game. For Minor 9 & 10 that shall mean the 6th inning and for Major Boys it shall mean the 6th and 7th inning.

*****NOTE: There is no delayed stealing of home plate.**

***⁴ Up to and including the MAJOR Division, pitchers will be limited to appearances in two (2) consecutive games. A pitcher may not pitch in three (3) consecutive games. NOTE: There is no time limit on this rule, (i.e. If it takes three weeks to play three consecutive games, and a player has pitched in the first two games, he may not pitch in the third game.) If there is a pitcher in that does not comply with this rule, he is deemed an illegal pitcher.**

Fake bunting is defined as a batter showing bunt, then pulling the bat back and taking a swing.
Week begins on Sunday 12:01 am

ATTACHMENT 3

Girls Divisional “Snapshot” Rules Matrix

<u>Category</u>	<u>Girls T-ball 5-6</u>	<u>Girls Pee Wee 7-8</u>	<u>Girls Minors 9-10</u>	<u>Girls Majors 11-12</u>	<u>Girls Pony 13-14</u>
Bases	50 Feet	50 Feet	60 Feet	60 Feet	60 Feet
Stealing	No	No	Yes	Yes	Yes
->Delayed	No	No	No	Yes	Yes
->Leadoffs	No	No	No	No	No
Pitching	No	No	Yes	Yes	Yes
->Inn/Game	None	None	2	4	4
->Inn/Week	None	None	6**	12	12
->Balks	None	None	None	None	None
->Distance	none	30 Feet	35 Feet	40 Feet	40 Feet
Dropped Third	No	No	No	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes
Bunting	No	No	Yes	Yes	Yes
Slaughter	No	No	No	Yes	Yes
->Runs/Inn	N/A	N/A	N/A	15 / 5	10 / 5
Inn per Game	5	6	6	6	7
Regulation Game	N/A	4	4	4	5
Runs Per Inning	4	4	4	6	6

**** NOTE: Players are not allowed to pitch in three (3) consecutive games.
Week begins on Sunday 12:01 am.**

