



YOUTH BASEBALL

RULES & REGULATIONS



HOUSE PROGRAM

Tee-Ball 1:

Ages 4-5 (Pre-school):

Plays during the spring of the year prior to entry into kindergarten. Kids hit the ball off of a tee, no catcher, and a dad occupies 1st base. Everyone plays the field, everyone bats.

- Teams are divided up by school
- One practice per week
- 10 game season
- Games played at Glen Crest/Parkview/Village Green Park

Tee-Ball 2:

Age 6 (Kindergarten):

Kids hit off a tee but by the end of the year, a coach may pitch the ball from a few feet away. Kids play 1st base for the first time, no catcher, everyone plays the field and bats.

- Teams are divided up by school
- One practice per week
- 10 game season
- Games played at Glen Crest/Parkview/Village Green Park

Bantam

Age 7 (Grade 1):

Pitching machines will be used the entire season, still no catcher, everyone plays the field and bats.

- Teams are divided up by school
- 10 game season.
- Games played at Village Green Park

Shetland

Age 8 (Grade 2):

Kids pitch 2 innings and a pitching machine is used to pitch to the kids for 3 innings of a 5 inning game. 10 players are allowed on the field including, for the first time, a catcher.

- Teams are mixed up with players from multiple schools.
- 10 game season.
- Games played at Village Green Park

Maverick, Stallion & Mustang:

Ages 9-12 (Grades 3-6):

Age groups are combined and players are drafted by ability based on a player evaluation. Teams are mixed up with players from multiple schools. Kids pitch all 6 innings and umpires are utilized for the first time. Playoffs at the end of the season determine a league champion.

Maverick and Stallion are competitive leagues where stealing is allowed after the ball crosses the plate.

Mustang is a competitive league where full baseball rules apply, including leadoffs, stealing and dropped third strikes.

- Teams are mixed up with players from multiple schools based on ability.
- 14 game season (2-3 games per week). Double elimination post season tournament
- Games played at Village Green Park

Leagues may be combined or eliminated depending on enrollment.

Pony

Ages 13-14 (Grades 7-8):

Age groups are still combined as we divide the players by ability based on a player evaluation. Teams are mixed up with players from multiple schools.

- 14-16 game season (2-3 games per week)
- Single elimination post season tournament
- Games played at Village Green Park and Lombard

HOUSE PROGRAM (Con't)

Fall Ball

Ages 7-14 (Grades 1-8)

For those who wish to play organized baseball in the fall while they continue to develop their skills. 1st grade, 2nd grade, 3rd/4th grade, 5th/6th grade and 7th/8th grade (grade as of Sept. 1st) leagues are offered.

- Season runs from mid-August through September
- 8-10 game season (2 games per week)
- Games played on Friday/Saturday/Sunday
- Games played at Village Green Park



FULL TIME TRAVEL PROGRAM

Glen Ellyn Rebels

Ages 9-14 (as of May 1):



The Glen Ellyn Rebels are a full time travel program that participates in the West Suburban Baseball League. One or two teams (depending on interest) are offered for 9U, 10U, 11U, 12U, 13U, and 14U age groups.

This program requires a serious commitment from players and their families. Tryouts are held in August with indoor practices beginning in January. League games begin in early April and teams will play in at least four weekend tournaments throughout the course of the season which ends in July.

- Teams will play 35-50 games over the course of the season
- Games are played at Village Green Park and other communities

GLEN ELLYN SUMMER CLASSIC

The Glen Ellyn Summer Classic tournament is held annually in July for full-time travel teams at the 9U, 10U, 11U, 12U, 13U and 14U levels.



GENERAL RULES

General Glen Ellyn Youth Baseball Rules

Special Note: League Specific rules exist and will be enforced governing game management and playing of games. League Specific rules cover: a) Field Set up and Equipment;b) Game Management c) Batting; d) Base Running; e) Fielding and Substitutions; and f) Pitching.

Games will be played according to the rules as written and are not to be amended at any time for any reason unless officially voted on and approved by the Rules and Executive Committees.

Suggestions for rules changes should submitted through the respective League Commissioner.

General League Structure, Registration & Team Assignments

1. The Instructional Level of The House Program is designed for players in pre-kindergarten through second grade.

A. There are four distinct leagues that comprise the instructional level of play and all teams are assigned, based on registration information, by the commissioner of that league:

T-Ball 1 (Pre-kindergarten) –

An introduction into the most basic baseball concepts of hitting, fielding and acquiring knowledge of the bases. Teams are assigned to allow players from the same school to play together

T-Ball 2 (Kindergarten) –

An advanced introduction to the most basic baseball concepts of hitting, fielding, and base running with an opportunity later in the season to begin hitting a pitched ball. Teams are assigned to allow players from the same school to play together.

Bantam (1st Grade) –

Continued education of core baseball concepts of hitting (learning how to hit pitched balls), fielding, positions, and base running. Teams are assigned to either allow players from the same school to play together and/or to introduce

a blend of kids from more than one school (usually 2) as determined by registration information and Commissioner discretion.

Shetland (2nd Grade) –

A transition league as the final year before entering a more competitive level of baseball. Outs are recorded, kids learn how to pitch, and continued education of core baseball concepts takes place. Teams are assigned to introduce a blend of players from more than one school (minimum of 2 schools) playing together.

B. Players have an opportunity, upon registration, and with approval from the Executive Committee, to play at an older level if skill set and maturity merits doing so.

C. Parental and Player preference requests made at time of registration will be considered by Commissioners in finalizing team assignments for the T-Ball 1, T-Ball 2, and Bantam leagues. However, other than players of assistant coaches, there is no guarantee that any requests will be honored.

D. Managers are allowed to identify one assistant coach prior to team assignments being finalized and the player(s) of that assistant coach will automatically be assigned to that manager's team.

2. The Competitive Majors/Minors Division is designed for players in 3rd grade through 6th grade.

A. There are multiple leagues (final number of leagues and teams to be determined by final registration numbers) that comprise the Competitive Division. Teams are drafted by the managers (with oversight of the league commissioners) based on results from the evaluation and other knowledge managers may have of players.

Information regarding pitchers and catchers that has been captured and collected from the previous season will also be used.

Maverick/Stallion Leagues are competitive leagues with teams comprised of 3rd (Maverick) and 4th (Stallion) graders drafted to teams by volunteer coaches.

Mustang League is a competitive league with teams comprised of 5th and 6th graders drafted to teams by volunteer coaches.

B. Managers will be temporarily slated for each of the leagues based on projected evaluation results for league assignment and then confirmed upon completion of evaluations.

C. A manager will be permitted to declare one assistant coach prior to the draft and the player of that coach will automatically be placed on that manager's team.

D. For purposes of ensuring parity in the draft process, evaluation results will determine the draft round of the manager's player and assistant coach's player.

E. A manager may only declare an assistant coach who is and will be a regular participant in the coaching of the team.

3. The Pony Division is a more competitive baseball experience designed for players in 7th and 8th grade.

A. There is one Pony league and teams will be drafted by managers (with oversight from the Commissioner) based on evaluation results and manager knowledge of players.

B. A manager will be permitted to declare one assistant coach prior to the draft and the player of that coach will automatically be placed on that manager's team.

C. For purposes of ensuring parity in the draft process, evaluation results will determine the draft round of the manager's player and assistant coach's player.

D. A manager may only declare

an assistant coach who is and will be a regular participant in the coaching of the team.

E. League games may consist of games played against teams from other towns.

League Management and Schedules

1. **Managers may only manage one team unless the number of qualified candidates as determined by the Glen Ellyn Youth Baseball Executive Committee is inadequate to ensure quality coaches for teams. (ADOPTED 2016)**

2. League specific calendars for practices and games will be established and updated as needed by the commissioners.

3. Only regular season games (no playoffs) will be played for Instructional Leagues.

A. Games for T-Ball 1 and T- Ball 2 are scheduled for play on Saturdays and weeknights (after completion of the school year).

- Rainouts may or may not be rescheduled dependent on agreement of the managers and field availability.

B. Games for Bantam and Shetland are scheduled for play on Saturdays and weeknights (after completion of the school year).

- Rainouts may or may not be rescheduled dependent on agreement of the managers and field availability.

C. No official score will be kept or recorded for games.

D. Umpires are not provided – managers/coaches will be responsible for game management and ensuring a positive experience for all players.

4. Regular Season and Post-Season (Playoff Games) will be played at both the Competitive and Pony Leagues.

A. Games for Competitive and Pony Leagues may be scheduled for any day of the week (including Sundays). Teams will play multiple games per week.

B. Rainouts will be rescheduled by the commissioners.

C. Standings will be maintained by the commissioner and will determine seeds for the playoffs as follows:

- 1 Head to Head
- 2 Average Run Differential
- 3 Average Runs Against
- 4 Coin Flip

D. Commissioners will determine league playoff structure.

A travelling trophy is awarded to the winning team.

E. League specific rules will govern play for both regular season and playoffs.

F. An All-Star game will be played for each league at the end of the season (after play-offs).

- Twenty four (24) players from each league will be selected to participate in the All-Star game. Two players from each team shall be selected by their respective Manager to represent their team and all remaining selections shall be chosen by the League Commissioner.

General Game Management

1. Managers will ensure all players/families have the number for the Park District Field Condition Hotline: 630-984-5075 so as to stay informed of possible game cancellations.

- Cancellations due to weather shall be made by a member of the Glen Ellyn Youth Baseball Association Executive Committee. **(ADOPTED 2017)**

2. The ThorGuard lightning prediction system is no longer in place at Village Green or Newton Parks.

Do not wait for an alarm to go off to stop your game. If you are at Village Green, you may hear the alarm at the Village Links Golf Course go off which is a good indication you should stop your game and seek shelter. In the event of lightning or thunder, play must be immediately suspended if:

A. ANY Thunder is heard regardless of how far away it is believed to be.

B. ANY Lightning is seen regardless of how far away it is believed to be.

If a game is delayed due to thunder or a visual spotting of lightning at a field, 30 minutes without another spotting must pass before play resumes.

Seeking Shelter - It is recommended that park patrons and staff seek and remain in lightning-protected buildings in the event of threatening weather. If such shelter is unavailable, patrons are encouraged to get into their cars, avoid areas that are higher than surrounding landscape, stay away from trees and metal objects such as bicycles and umbrellas.

Seeking Shelter is NOT.... remaining in the dugouts or playing in areas of the facility that are not baseball fields. The Lightning Policy as posted on the Glen Ellyn Baseball website at www.glenellynbaseball.com must be followed.

3. For Instructional Leagues, the managers/coaches are responsible for ensuring a positive experience, safety, fair and fun play.

4. For the Competitive and Pony Divisions, Umpires are responsible for managing the game.

A. Per the Code of Conduct Section, managers/coaches are responsible for respecting and supporting the role of the Umpires and ensuring players and fans for their teams do so as well.

B. The Umpire-In-Chief (home plate umpire) will review ground rules with managers (or designated assistants) at the start of the game.

No deviation from the league specific rules is permitted.

C. The home team is responsible for keeping the official score of the game.

D. Managers are responsible for maintaining their respective pitching logs and must submit to the Commissioner no later than 24 hours after the completion of the game.

E. Both managers must report and confirm the results of each game no later than 24 hours after the completion of a game to the Commissioner.

F. The home team will occupy the third base dugout area and the visiting team will occupy the first base dugout area.

General Equipment and Field Set Up

1. See League Specific Rules for Field Dimensions and age/grade appropriate equipment guidelines.
2. Each team must have someone designated to assist with field maintenance at the conclusion of a game.
3. Each player is responsible to have his/her own helmet.
4. Catcher's gear will be provided by Glen Ellyn Youth Baseball.
5. Bats must meet specifications provided for in specific league playing rules.
6. Uniforms (Shirts and hat) will be provided by Glen Ellyn Youth Baseball.
 - A. Players are responsible for providing their own baseball pants, socks and cleats.
7. For Instructional Leagues, each team will use

game balls provided by Glen Ellyn Youth Baseball for game play.

8. For Competitive and Pony Leagues, each team must provide the umpire with a regulation ball (provided by Glen Ellyn Youth Baseball) to be used during the game.

Code of Conduct & Field Decorum

1. Managers are responsible for the actions of themselves, their coaches, players, and spectators
 - A. No Manager, Coach, Player or Spectator shall verbally threaten or abuse any opposing players, managers, coaches, the umpire(s), or spectators. In addition, the use of profanity is prohibited.
 - B. No Manager, Coach, or Player shall make any move calculated to cause the pitcher to commit an illegal pitch (applicable to Competitive and Pony Divisions).
 - C. No Manager, Coach, or Player shall take a position in the batter's line of vision, with the deliberate intent to distract the batter.
 - D. Spectators are not permitted to sit or stand within a 15 foot distance behind the backstop and home plate.
 - E. No arguing of judgment calls is permitted.
 - F. If there is a question regarding rule interpretation, time must be called and both managers may review with the umpire(s).
2. The umpire, for offenses, may first issue a warning (but is not required to do so dependent on the severity), and if behavior continues, eject the offending manager, coach, and/or player from the bench and/or offending spectator from the stands.
 - A. An ejected manager, coach, player or spectator must leave the game site immediately.

B. Further discipline may be applicable at the discretion of the league, including suspension of game(s), with the severity of suspension to be determined by the league.

3. **Smoking and/or use of tobacco products is not permitted at any Glen Ellyn Park District facilities or parks, including parking lots. (PARK DISTRICT ORDINANCE ADOPTED 2016)**

4. For Instructional Leagues with no Umpire-In-Chief to manage the game, any manager, on behalf on himself/herself, coach, player or spectator can communicate offensive behavior to the league commissioner to address.

5. The league disciplinary committee that will review and preside over escalated offenses shall consist of the League Commissioner, the House Program Chair, and the President of Glen Ellyn Youth Baseball.

6. **Managers who violate pitch count rules (Maverick/Stallion/Mustang/Pony) shall face discipline as follows:**

Regular Season

1st Offense - Warning

2nd Offense - 2 game suspension

3rd Offense - Removal as manager for the remainder of the season

Playoffs

1st Offense - Ejection from game plus an additional 1 game suspension

2nd Offense - Removal as manager for the remainder of the season

(ADOPTED 2016)

T-BALL 1 RULES

T-Ball 1 Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 40' pitching distance and 45' base paths.
2. Only league provided T-balls are to be used for game play.
3. No on-deck position is permitted.
 - A. Only the first batter of each half inning will be allowed out of the dugout/ bench area in advance of play beginning.
 - B. Only the batter whose turn it is may hold a bat.
4. Baseball bats must meet Little League specifications and standards.
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
 - B. T-Ball bats are recommended and acceptable.
5. The traditional batting donut is not permissible.
6. Shoes with metal spikes are not permitted.
7. Players must not wear jewelry such as, but

not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/ decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.

A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.

8. All male players are encouraged to wear athletic supporters.

Game Management

1. Games consists of 5 innings or less (Pending time limit).
 - A. Maximum game time is one hour and 15 minutes.
 - B. A half inning is completed after every batter has an at-bat.
2. Score will not be kept as wins/losses are not recorded and there are no playoffs.
3. Coaches on defense are permitted in the field to help guide players and coaches on offense are to serve as base coaches to help guide runners.
4. Coaches will serve as umpires to manage the game.

Batting

1. Managers are encouraged to rotate the batting order, even during the course of a game, such that every player has turns at different spots in the line-up.
2. No Bunting is allowed.
3. Batters must not throw bats and will be called out for repeated violations.
4. A manager or coach will announce the "last batter" prior to the last batter stepping in the batter's box
 - A. The last runner is allowed to advance

T-BALL 1 RULES (Con't)

to all 4 bases to end the half inning.

Base Running

1. Each runner will advance only one base per each at bat.
 - A. Exception: the manager/coach will announce the last batter prior to the last batter taking his/her first swing and once the ball is batted into play all the runners, including the batter can continue to advance to home base.
2. Under no circumstance can runners advance on overthrows .
3. Outs will be called. Runners will be removed from the base(s) as appropriate if a defensive put-out is made. Regardless of the number of outs recorded, all batters will have a turn at bat each inning. **(REVISED 2015)**
4. A runner will be warned if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.
5. No head first slides are allowed – the runner will be called out for repeated violations.
6. Runners cannot leave their occupied base until a ball has been hit.
7. No leadoffs or stealing permitted.

Fielding & Substitutions

1. All players will play in the field: all traditional infield positions (except there is no catcher position); a short center position right behind second base and all remaining players spaced evenly in the outfield.
2. No player shall play the same infield position more than one (1) inning per game.
3. No player shall play in the infield more than two (2) consecutive innings unless there are fewer outfield positions to fill during the game.
4. No player shall play in the infield more than

three (3) innings per game and no player shall play more than two (2) consecutive innings in the outfield.

5. Managers may use their discretion to avoid a safety issue with players playing the position of first.
6. No Infield Fly Rule.
7. No fake tags are permitted.
8. Fielders may not interfere with runners attempting to advance in the base path.
 - A. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact.

Pitching Rules

1. Manager/Coach will place the ball on the Tee and ensure it is safe for the batter to swing.

T-BALL 2 RULES

T-Ball 2 Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 40' pitching distance and 45' base paths.
2. Only league provided T Balls will be used for game play.
3. No on-deck position is permitted.
 - A. Only the first batter of each half inning will be allowed out of the dugout/ bench area in advance of play beginning.
 - B. Only the batter whose turn it is may hold a bat.
4. Baseball bats must meet Little League specifications and standards.
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
 - B. T-Ball bats are recommended and acceptable.
5. The traditional batting donut is not permissible.
6. Shoes with metal spikes are not permitted.
7. Players must not wear jewelry such as, but

not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.

A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.

8. All male players are encouraged to wear athletic supporters.

Game Management

1. Games consists of 5 innings or less (Pending time limit).
 - A. Maximum time limit for each game is one (1) hour and fifteen (15) minutes.
 - B. A half inning is completed after every batter has an at-bat.
2. Score will not be kept as wins/losses are not recorded and there are no playoffs.
3. Coaches on defense are permitted in the field to help guide players and coaches on offense are to serve as base coaches to help guide runners.
4. Coaches will serve as umpires to manage the game.
5. Outs may be called only at first base with runners being removed from the base. Fly balls that are caught will also result in the batter being called out. All other runners will remain on base even if thrown out at another base.

Batting

1. Managers are encouraged to rotate the batting order, even during the course of a game, such that every player has turns at different spots in the line-up .
2. No Bunting is allowed.

T-BALL 2 RULES (Con't)

3. Batters must not throw bats and will be called out for repeated violations.
4. A manager or coach will announce the "last batter" prior to the last batter stepping in the batter's box.
 - A. The last runner is allowed to advance to all 4 bases to end the half inning.

Base Running

1. Each runner will advance only one base per each at bat.
 - A. Exception: For a ball hit cleanly into the outfield managers/coaches can allow advancement of two bases.
 - B. Exception: the manager/coach will announce the last batter prior to the last batter taking his/her first swing and once the ball is batted into play all the runners, including the batter can continue to advance to home base.
2. Under no circumstance can runners advance on overthrown.
3. Outs will be called. Runners will be removed from the base(s) as appropriate if a defensive put-out is made.
4. A runner will be warned if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.
5. No head first slides are allowed – the runner will be called out for repeated violations.
6. Runners cannot leave their occupied base until a ball has been hit.
7. No leadoffs or stealing permitted.

Fielding & Substitutions

1. All players will play in the field: all traditional infield positions (except there is no catcher position); a short center position right behind second base and all remaining players spaced evenly in the outfield.

2. No player shall play the same infield position more than one (1) inning per game.
3. No player shall play in the infield more than two (2) consecutive innings unless there are fewer outfield positions.
4. No player shall play in the infield more than three (3) innings per game and no player shall play more than two (2) consecutive innings in the outfield.
5. Managers may use their discretion to avoid a safety issue with players playing the position of first.
6. No Infield Fly Rule.
7. No fake tags are permitted.
8. Fielders may not interfere with runners attempting to advance in the base path.
 - A. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact .

Pitching Rules

1. Manager/Coach will place the ball on the Tee and ensure it is safe for the batter to swing.

EXCEPTION: If both managers/coaches agree, batters will have the opportunity to hit a pitched ball by the manager/coach. **(REVISED 2015)**

 - A. The manager/coach will pitch from a distance of approximately 20 feet.
 - B. Pitches may be thrown underhand to make the pitch slower and easier for the batter to hit
 - C. If after 3 pitches the ball has not been hit into play, the batter will hit from a Tee.

BANTAM RULES

Bantam Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 40' pitching distance and 60' base paths.
2. No on-deck position is permitted.
 - A. Only the first batter of each half inning will be allowed out of the dugout/ bench area in advance of play beginning.
 - B. Only the batter whose turn it is may hold a bat.
3. Baseball bats must meet Little League specifications and standards.
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
4. The traditional batting donut is not permissible.
5. Shoes with metal spikes are not permitted.
6. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.

A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.

7. All male players are encouraged to wear athletic supporters.

Game Management

1. Games consists of 5 innings
 - A. No new inning can start after 1 hour and 15 minutes from the official start time of the game. **The official start time of the game shall be recorded when the first warm-up pitch is thrown from the mound by the home team (ADOPTED 2016).**
 - B. A half inning is completed after every batter has an at-bat. **The next inning shall begin immediately upon recording the final out of the previous inning. (ADOPTED 2016).**
2. Score will not be kept as wins/losses are not recorded and there are no playoffs.
3. Coaches on defense are permitted in the field to help guide players and coaches on offense are to serve as base coaches to help guide runners.
4. Coaches will serve as umpires to manage the game.
5. Outs may be called with runners being removed from the base path.

Batting

1. Managers are encouraged to rotate the batting order, even during the course of a game, such that every player has turns at different spots in the line-up.
2. No Bunting is allowed.
3. If a batter does not put the ball into play after six (6) pitches, he/she will be called out with the exception of a foul ball on the 6th pitch in which the batter may receive another pitch.

BANTAM RULES (Con't)

4. Batters must not throw bats and will be called out for repeated violations.
5. A manager or coach will announce the “last batter” prior to the last batter stepping in the batter’s box.
 - A. The last runner is allowed to advance to all 4 bases to end the half inning.

Base Running

1. Each runner, including the batter-runner, may without liability to be put out, advance:
 - A. To home on a fly ball home run hit out of the field of play.
 - B. To the base the runner was already advancing to if a fielder deliberately interferes with a hit or thrown ball by either throwing a glove at the ball or touching/ throwing other items (such as cap, mask, etc.) to interfere with the ball.
 - C. One base in addition to the base the runner was already advancing to if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under an object such as fence, scoreboard, shrubbery or vines or if it sticks in such objects.
 - D. To the base the runner was already advancing to in the event of an overthrow to a base by another fielder.
2. A runner is out when deviating more than three feet from the baseline.
3. A runner will be called out if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.
4. No head first slides are allowed – the runner will be called out for repeated violations.
5. Runners cannot leave their occupied base until a ball has been hit.
 - A. If a runner leaves early and the ball is not put into play the runner will be called

out.

- B. If a runner leaving early interferes with the play the batter will also be called out.

6. Completion of Play (dead ball) occurs when:

- A. Ball ruled ‘out of play’.
- B. Time-out has been acknowledged by both teams.
- C. After ball put into play in the outfield and ball is back in the possession of an infielder within the infield (not on the outfield grass) OR has settled on the ground in the infield and no further attempt to make a play is being made.
 - Runners may complete advancement (if in progress at the time this occurs) to the base to which they were advancing, but can go no further.

7. No leadoffs or stealing permitted.

Fielding & Substitutions

1. All players will play in the field: all traditional infield positions (except there is no catcher position); a short center position right behind second base and all remaining players spaced evenly in the outfield.
2. Minimum of 7 fielders for each team is required to play the game, however a game may start and continue, if both managers agree, if there are less than 7 players.
3. Substitutions from other bantam teams are permitted in order to field 7 players.
 - A. All substitute players are required to play in the outfield and bat last in the order.
4. Each player will play at least two innings in the infield and at least one inning in the outfield during the game.
5. No Infield Fly Rule.

BANTAM RULES (Con't)

6. No fake tags are permitted.
 - A. Deliberate and repeated violations will result in one-base advancement of all runners.
7. Fielders may not interfere with runners attempting to advance in the base path.
 - A. Violation will result in runner interfered with being awarded base to which he/she was advancing.
 - B. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact and failing to do so will result in runner being called out.
8. There is no position of catcher and therefore no plays to be made or attempted at home plate.

Pitching Rules

1. Manager/Coach will operate machine pitcher set up at or close to the defined Bantam pitching distance.
2. The position of pitcher is played to either side of the pitcher's mound.
 - A. If the batter does not put the ball into play he/she will be called out after six (6) pitches.

SHETLAND RULES

Shetland Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 40' pitching distance and 60' base paths.
2. No on-deck position is permitted.
 - A. Only the first batter of each half inning will be allowed out of the dugout/ bench area in advance of play beginning.
3. Baseball bats must meet Little League specifications and standards.
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
4. The traditional batting donut is not permissible.
5. Shoes with metal spikes are not permitted.
6. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.
 - A. Exception: jewelry that alerts medical personnel to a specific condition is

permissible.

7. All male players are encouraged to wear athletic supporters.

Game Management

1. Games consists of 5 innings.
 - A. No new inning can start after 1 hour 30 minutes from the official start time of the game. **The official start time of the game shall be recorded when the first warm-up pitch is thrown from the mound by the home team. (ADOPTED 2016)**
 - B. A half inning is completed after 3 outs are made or a maximum of 10 batters have batted, whichever comes first. **The next inning shall begin immediately upon recording the final out of the previous inning. (ADOPTED 2016)**
 - If a team has less than 10 players, a half inning will be completed after 3 outs are made or every batter in the lineup has had an at bat, whichever comes first.
2. Score will be kept during games but does not need to be reported to the commissioner as no standings are maintained and no playoffs exist. **(REVISED 2015)**
3. The fielding team's managers/coaches will serve as the umpires for that half inning.
4. The first two innings will be played with the machine pitcher and the remaining innings will be played with players pitching.
 - A. Managers can agree to opt to use the pitching machine in the 5th inning if insufficient player pitching is available or ready to pitch.

Batting

1. Teams will adopt a continuous batting order
 - A. Rostered players arriving late will be inserted at the end of the batting order.

SHETLAND RULES (Con't)

B. If a player becomes injured, ill, or must leave the game site after the start of the game, that player will be skipped over in the batting order without penalty.

C. A batter will be called out, on appeal, when batting out of turn.

2. No Bunting is allowed.

3. A batter may not fake a bunt and then swing .

A. Violation results in the batter being called out and runners returning to previously occupied base if any advanced resulted from the fake swing/bunt.

4. Batters must not throw bats; doing so will result in a warning for the team and second offense will result in a batter being called out.

5. No Dropped Third Strike.

6. Batters will be allowed 3 strikes to put the ball in play, or be called out on three strikes. Coaches are expected to use reasonable and fair judgment and not count machine pitches that are out of the strike zone as strikes. Under no circumstance may a batter reach base on a walk while hitting off of the pitching machine.

Base Running

1. Each runner, including the batter-runner, may without liability to be put out, advance:

A. To home on a fly ball home run hit out of the field of play.

B. One base in addition to the base the runner was already advancing to if a fielder deliberately interferes with a hit or thrown ball by either throwing a glove at the ball or touching/throwing other items (such as cap, mask, etc.) to interfere with the ball.

C. One base in addition to the base the runner was already advancing to if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under an object such as

fence, scoreboard, shrubbery or vines or if it sticks in such objects.

D. One base in addition to the base the runner was already advancing to in the event a fielder's throw results in a ball going out of play (including the pitcher serving in the capacity of a fielder).

E. One base for a walk or hit by pitch.

2. A runner is out when deviating more than three feet from the baseline .

3. A runner will be called out if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.

4. No head first slides are allowed – the runner will be called out.

5. Runners cannot leave their occupied base until a ball has been hit or a batter has been walked and it results in a force of a runner to second base.

A. If a runner leaves early and the ball is not put into play the runner will be called out.

B. If a runner leaving early interferes with the play the batter will also be called out.

6. Completion of Play (dead ball) occurs when:

A. Batter is hit by pitch.

B. Ball ruled 'out of play'.

C. Umpire has called time out.

D. After ball put into play in the outfield and ball is back in the possession of an infielder within the infield (not on the outfield grass) OR has settled on the ground in the infield and no further attempt to make a play is being made.

• Runners may complete advancement (if in progress at the time this occurs) to the base to which they were advancing, but can go no further.

SHETLAND RULES (Con't)

7. When bases are occupied, the pitcher will deliver the next pitch within a reasonable time (recommended 20 seconds) after the pitcher receives the ball else the umpire will call a ball for each violation.

A. Exception to this rule exists when time is called by the umpire via a dead ball situation or any other situation, such as a coach's visit to the pitcher's mound.
8. No Balks (advancement of runners) will occur.
9. No leadoffs or stealing permitted.

Fielding & Substitutions

1. There are 10 defensive positions: traditional 6 infield positions and 4 outfield positions (usually a short-center position behind second base is the extra outfield position).
2. Minimum of 7 fielders for each team is required to play the game.
3. A team may have players from Bantam league only participate on the roster as a 'substitute' player if a team has less than 7 players available to play but must adhere to the following:

A. 'Substitute' players bat at the bottom of the batting order.

B. 'Substitute' players may only play the outfield which means no more than 3 substitute players are allowed.

C. No rostered player may sit while a 'substitute' player is in the field .
4. No player will sit twice before all other players have sat once.
5. Each player will play at least one inning in each the infield and outfield during the game, and for purposes of this rule the position of catcher does not count as the infield position.
6. Managers must play all players in the outfield at least one inning.

7. No Infield Fly Rule.
8. No fake tags are permitted.

A. Violation results in one-base advancement of all runners.
9. Fielders may not interfere with runners attempting to advance in the base path.

A. Violation will result in runner interfered with being awarded base to which he/she was advancing.

B. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact and failing to do so will result in runner being called out.

Pitching Rules

1. No player will pitch more than one inning per game.
2. Pitch counts must be maintained and a pitcher must be removed once the pitcher reaches the limit for the players age group:

A. Shetland: 50 pitches per day

B. Exception: a pitcher may complete the at bat in which limit reached.
3. Players must observe the mandatory rest rule based on the number of pitches thrown in a day.

A. > 65 pitches per day requires four (4) calendar days of rest.

B. 51-65 pitches per day requires three (3) calendar days of rest.

C. 36-50 pitches per day requires two (2) calendar days of rest.

D. 21-35 pitches per day requires one (1) calendar days of rest.

E. 1-20 pitches per day requires zero (0) calendar days of rest.

SHETLAND RULES (Con't)

LEAGUE RULES - SHETLAND

4. Observance of mandatory rest begins on the day following when the pitcher met the relevant # of pitches. For example, a pitcher who pitches 30 pitches on Saturday (regardless of time) is not eligible to pitch until Monday.
5. A player may not pitch in more than one game per day.
6. Balls and Strikes will be called when players pitch, and only strikes will be called when the machine pitcher is used.
 - A. Four balls (when players pitch) constitutes a walk.
 - B. Three strikes constitutes a strikeout.
7. Player pitchers must be removed after walking four batters (hit batter constitutes a walk for purposes of this rule) or after hitting 3 batters.
8. A coach may not be on the pitcher's mound when a player is pitching.
9. A player pitching is allowed a 2 foot grace (to move closer to home plate) to help ensure pitches can reach home plate, so long as no safety issues are presented.

MAVERICK/STALLION RULES

Maverick/Stallion Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 46' pitching distance and 60' base paths.
2. Baseball bats must meet Little League specifications and standards.
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
3. The traditional batting donut is not permissible.
4. Shoes with metal spikes are not permitted.
5. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.
 - A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.
6. All male players must wear athletic supporters.

Game Management

1. Games consists of 6 innings (5 $\frac{1}{2}$ if the home team is ahead after the top of the 6th).
 - A. No new inning can start after 1 hour and 45 minutes from the official start time of the game as called by the home plate umpire and noted by the home team scorekeeper. **(ADOPTED 2019) The official start time of the game shall be recorded when the first warm-up pitch is thrown from the mound by the home team. (ADOPTED 2016)**
 - Exception: Playoff games will be played to completion without a time-limit. For purposes of this rule, any game considered to be a regulation game (Game Management Rule 1.C) that is called by the umpire because of weather or called because of other factors by an Executive Committee Member or the League Commissioner shall be considered complete without regards to time or the actual number of innings played. **(ADOPTED 2015)**
 - B. **The next inning shall begin immediately upon recording the final out of the previous inning. (ADOPTED 2016).**
 - C. If the score is tied after 6 inning, extra innings may be played only if play is within allotted time limit.
 - If the allotted time limit for the game has been reached, the game will be halted and resumed at a later date to be completed from where it left off.
 - When game is resumed the pitcher of record when game was halted may continue permitted all pitching rules (including days of rest) have been observed.
 - D. If a game is called. It is a regulation game if 4 innings have been played and a team is ahead (3 $\frac{1}{2}$ innings if the home team is ahead).
 - E. If a game is called before it has become a regulation game but after one or

MAVERICK/STALLION RULES (Con't)

more innings have been played, it shall be resumed from the exact point where it left off.

2. Mercy Rule: If after 4 innings (3 ½ if the home team is ahead) a team is ahead by ten (10) or more runs, the losing team shall concede the game.

3. A team cannot score more than 6 runs in an inning (including the away team in top of the first inning) pursuant to the following:

A. A team trailing by 6 runs or more entering their half inning may continue to score until such time as the game may be tied prior to the third out being recorded.

B. A team in the lead or which assumes the lead (if trailing by less than 6 runs at the beginning of their half inning) cannot score more than 6 runs in an at bat.

EXCEPTION: There shall be no limit that on runs that may be scored in the final inning.
(REVISED FOR CLARIFICATION 2015)

4. Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player.

A. No protest will be considered on a decision involving the umpire's judgment.

5. Equipment which does not meet the specifications must be removed from the game .

6. Each Manager will provide the Umpire-In-Chief two duplicate copies of the batting order.

A. The umpire-in-chief will validate that the duplicates are identical and provide each opposing manager with a copy of the other team's batting order.

Batting

1. Teams will adopt a continuous batting order.

A. Rostered players arriving late will be inserted at the end of the batting order.

B. If a player becomes injured, ill, or must leave the game site after the start of the game, that player will be skipped over in the batting order without penalty.

C. A batter will be called out, on appeal, when batting out of turn.

2. A batter will be out if a ball is bunted foul on the third strike.

3. A batter may not fake a bunt and then swing.

A. Violation results in the batter being called out and runners returning to previously occupied base if any advanced resulted from the fake swing/bunt.

4. No Dropped Third Strike.

Base Running

1. Each runner, including the batter-runner, may without liability to be put out, advance:

A. To home on a fly ball home run hit out of the field of play.

B. One base in addition to the base the runner was already advancing to if a fielder deliberately interferes with a hit or thrown ball by either throwing a glove at the ball or touching/throwing other items (such as cap, mask, etc.) to interfere with the ball.

C. One base in addition to the base the runner was already advancing to if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under an object such as fence, scoreboard, shrubbery or vines or if it sticks in such objects.

D. One base, if a ball pitched by the pitcher goes out of play.

E. One base in addition to the base the runner was already advancing to in the event a fielder's throw results in a ball going out of play (including the pitcher serving in

MAVERICK/STALLION RULES (Con't)

the capacity of a fielder) .

- F. One base for a walk or hit by pitch.
2. A runner is out when deviating more than three feet from the baseline .
 3. A runner will be called out if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.
 4. No head first slides are allowed – the runner will be called out.
 5. Runners cannot leave their occupied base until a pitch has crossed the plate.
 - A. If a runner leaves early and the ball is not put into play, the runner may be thrown out but if the runner reaches the next base safely, he/she will return to previous base.
 - B. If a runner leaves early and the ball is put into play, the runner may be put out, or if not, must return to the original base, or the nearest previous base unoccupied.
 - C. Under no circumstance can a run score when runner(s) leave early. If bases were loaded, the runner on third must be removed from the bases without run being scored.
 6. Completion of Play (dead ball) occurs when:
 - A. Batter is hit by pitch.
 - B. Ball ruled 'out of play'.
 - C. Umpire has called time out.
 - D. After ball put into play and ball is in the possession of an infielder within the infield (not on the outfield grass) and no further attempt to make a play is being made.
 - Runners may complete advancement (if in progress at the time this occurs) to the base to which they were advancing, but can go no further.
 7. When bases are occupied, the pitcher will

deliver the next pitch within a reasonable time (recommended 20 seconds) after the pitcher receives the ball else the umpire will call a ball for each violation.

- A. Exception to this rule exists when time is called by the umpire via a dead ball situation or any other situation, such as a coach's visit to the pitcher's mound.
8. No Balks (advancement of runners) will occur.
9. No leadoffs or stealing permitted.
10. Stealing is allowed once the pitch crosses home plate.
 - A. Maximum of one stolen base per pitch – cannot advance on overthrow.
 - B. No stealing of home plate is allowed.

Fielding & Substitutions

1. Minimum of 8 fielders for each team is required to play the game.
 - A. If one team does not have minimum # of players that team will forfeit the game and score will be counted as 1 – 0.
2. A team may have players from the Minor A league (and below) only participate on the roster as a 'substitute' player but must adhere to the following:
 - A. 'Substitute' players bat at the bottom of the batting order.
 - B. 'Substitute' players may only play the outfield which means no more than 3 substitute players are allowed.
 - C. No rostered play may sit while a 'substitute' player is in the field .
3. No player will sit twice before all other players have sat once.
4. Managers must allow each player to play at least two innings in the infield during a 6 inning game.

MAVERICK/STALLION RULES (Con't)

5. Managers must play all players in the outfield at least one inning.
6. Infield Fly Rule is in effect.
7. No fake tags are permitted.
 - A. Violation results in one-base advancement of all runners.
8. Fielders may not interfere with runners attempting to advance in the base path.
 - A. Violation will result in runner interfered with being awarded base to which he/she was advancing.
 - B. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact and failing to do so will result in runner being called out.
9. Fielders (including the catcher) may not block a base (including home plate) at any time without possession of the ball. **(ADOPTED 2015)**
10. Catcher's Interference shall be enforced.

Pitching Rules

1. Any player who has played the position of catcher for four (4) or more innings a game cannot pitch in the same calendar day.
2. A pitcher who delivers 41 pitches or more in a game cannot play the position of catcher for the remainder of that day.
3. A pitcher once removed from the mound cannot return as a pitcher.
4. Pitch counts must be maintained and a pitcher must be removed once the pitcher reaches the limit for the players age group:
 - A. Minor AA: **45 pitches per day for the first 4 games of the season); 75 pitches per day thereafter (ADOPTED 2016)**
 - B. Exception: a pitcher may complete the at bat in which limit reached.

5. Players must observe the mandatory rest rule based on the number of pitches thrown in a day.
 - A. > 65 pitches per day requires four (4) calendar days of rest.
 - B. 51-65 pitches per day requires three (3) calendar days of rest.
 - C. 36-50 pitches per day requires two (2) calendar days of rest.
 - D. 21-35 pitches per day requires one (1) calendar days of rest.
 - E. 1-20 pitches per day requires zero (0) calendar days of rest.
6. Observance of mandatory rest begins on the day following when the pitcher met the relevant # of pitches. For example, a pitcher who pitches 30 pitches on Saturday (regardless of time) is not eligible to pitch until Monday.
7. A player may not pitch in more than one game per day unless they are the pitcher of record for the first game and the starting pitcher of the second game. Pitch count rules remain in effect. **(ADOPTED 2015)**
8. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
 - A. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - In the event that the first inning is not completed, all records including pitching records, batting records, etc. shall be disregarded.
9. Each league must designate the scorekeeper or other game official to record pitch count.

MAVERICK/STALLION RULES (Con't)

- A. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire.
- B. The manager is responsible for knowing when their pitcher must be removed.
10. Any part of the pitcher's undershirt or t-shirt exposed to view shall be of a solid color.
 - A. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batters.
 - B. White long sleeve shirts are not permitted.
11. The pitcher's glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of an umpire, distracting in any manner.
12. One visit by either the manager or coach are allowed per inning to the same pitcher.
 - A. The pitcher must be removed on the second visit in that inning.
 - B. Exception: one visit for injury will be tolerated.
13. Pitchers may not apply any foreign substance to ball, including own saliva.
 - A. First infraction will result in warning.
 - B. Second infraction by pitcher will result in ejection of pitcher from the game.
14. A new pitcher, including the starting pitcher is allowed 8 warm-up pitches. A pitcher already of record is allowed 6 warm-up pitches before the start of a new half inning.
15. Managers and Coaches are permitted to warm up pitchers in between innings to allow for faster transitions in between half innings. Any player warming up a pitcher must be in full protective catcher's gear.
16. A pitcher must be removed from role of pitcher after hitting either 2 batters in an inning or 3 batters in a game.
17. If intentionally walking a batter, the pitcher may notify the umpire and the batter will be awarded first base with no pitches recorded against the pitcher's total pitch count. **(ADOPTED 2015)**

MUSTANG RULES

Mustang Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 50' pitching distance and 70' base paths.
2. Baseball bats must conform to the following standard:
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{3}{8}$ inches for these divisions of play. **(ADOPTED 2018)**
3. The traditional batting donut is not permissible.
4. Shoes with metal spikes are not permitted.
5. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.
 - A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.
6. All male players must wear athletic supporters.

Game Management

1. Games consists of 6 innings (5 $\frac{1}{2}$ if the home team is ahead after the top of the 6th).
 - A. No new inning can start after 2 hours from the official start time of the game as called by the home plate umpire and noted by the home team scorekeeper. **The official start time of the game shall be recorded when the first warm-up pitch is thrown from the mound by the home team. (ADOPTED 2016)**
 - Exception: Playoff games will be played to completion without a time-limit. For purposes of this rule, any game considered to be a regulation game (Game Management Rule 1.C) that is called by the umpire because of weather or called because of other factors by an Executive Committee Member or the League Commissioner shall be considered complete without regards to time or the actual number of innings played. **(NEW RULE 2015)**
 - B. **The next inning shall begin immediately upon recording the final out of the previous inning. (ADOPTED 2016).**
 - C. If the score is tied after 6 inning, extra innings may be played only if play is within allotted time limit.
 - If the allotted time limit for the game has been reached, the game will be halted and resumed at a later date to be completed from where it left off.
 - When game is resumed the pitcher of record when game was halted may continue permitted all pitching rules (including days of rest) have been observed.
 - D. If a game is called. It is a regulation game if 4 innings have been played and a team is ahead (3 $\frac{1}{2}$ innings if the home team is ahead).
 - E. If a game is called before it has become a regulation game but after one or more innings have been played, it shall be

MUSTANG RULES (Con't)

resumed from the exact point where it left off.

2. Mercy Rule: If after 4 innings (3 ½ if the home team is ahead) a team is ahead by ten (10) or more runs, the losing team shall concede the game.
3. Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player.
 - A. No protest will be considered on a decision involving the umpire's judgment.
4. Equipment which does not meet the specifications must be removed from the game .
5. Each Manager will provide the Umpire-In-Chief two duplicate copies of the batting order.
 - A. The umpire-in-chief will validate that the duplicates are identical and provide each opposing manager with a copy of the other team's batting order.

Batting

1. Teams will adopt a continuous batting order.
 - A. Rostered players arriving late will be inserted at the end of the batting order.
 - B. If a player becomes injured, ill, or must leave the game site after the start of the game, that player will be skipped over in the batting order without penalty.
 - C. A batter will be called out, on appeal, when batting out of turn.
2. A batter will be out if a ball is bunted foul on the third strike.
3. A batter may not fake a bunt and then swing.
 - A. Violation results in the batter being called out and runners returning to previously occupied base if any advanced

resulted from the fake swing/bunt.

4. Dropped Third Strike is in effect.

Base Running

1. Each runner, including the batter-runner, may without liability to be put out, advance:
 - A. To home on a fly ball home run hit out of the field of play.
 - B. One base in addition to the base the runner was already advancing to if a fielder deliberately interferes with a hit or thrown ball by either throwing a glove at the ball or touching/throwing other items (such as cap, mask, etc.) to interfere with the ball.
 - C. One base in addition to the base the runner was already advancing to if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under an object such as fence, scoreboard, shrubbery or vines or if it sticks in such objects.
 - D. One base, if a ball pitched by the pitcher goes out of play.
 - E. One base in addition to the base the runner was already advancing to in the event a fielder's throw results in a ball going out of play (including the pitcher serving in the capacity of a fielder) .
 - F. One base for a walk or hit by pitch.
2. A runner is out when deviating more than three feet from the baseline .
3. A runner will be called out if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.
4. No head first slides are allowed – the runner will be called out.
5. Completion of Play (dead ball) occurs when:
 - A. Batter is hit by pitch.

MUSTANG RULES (Con't)

- B. Ball ruled 'out of play'.
- C. Umpire has called time out.
- D. After ball put into play and ball is in the possession of the pitcher on the pitcher's mound and no further attempt to make a play is being made.

- Runners may complete advancement (if in progress at the time this occurs) to the base to which they were advancing, but can go no further.

- 7. When bases are occupied, the pitcher will deliver the next pitch within a reasonable time (recommended 20 seconds) after the pitcher receives the ball else the umpire will call a ball for each violation.

- A. Exception to this rule exists when time is called by the umpire via a dead ball situation or any other situation, such as a coach's visit to the pitcher's mound.

- 8. Balks will be called.

- A. First offense by pitcher is a warning and runners will not advance.

- B. Subsequent offenses will result in runners advancing one base.

Fielding & Substitutions

- 1. Minimum of 8 fielders for each team is required to play the game.

- A. If one team does not have minimum # of players that team will forfeit the game and score will be counted as 1 – 0.

- 2. Respectively, a Majors team may have players from the Minor AA/Minor A leagues (and below) only participate on the roster as a 'substitute' player but must adhere to the following:

- A. 'Substitute' players bat at the bottom of the batting order.

- B. 'Substitute' players may only play

the outfield which means no more than 3 substitute players are allowed.

- C. No rostered play may sit while a 'substitute' player is in the field .

- 3. No player will sit twice before all other players have sat once.

- 4. Managers must allow each player to play at least one inning in the infield during a game.

- 5. Managers must play all players in the outfield at least one inning.

- A. Exception: : A starting catcher does not have to play the outfield if remaining as catcher for the entire game. Otherwise that catcher may not play another infield position before first playing in the outfield.

- 6. Infield Fly Rule is in effect.

- 7. No fake tags are permitted.

- A. Violation results in one-base advancement of all runners.

- 8. Fielders may not interfere with runners attempting to advance in the base path.

- A. Violation will result in runner interfered with being awarded base to which he/she was advancing.

- B. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact and failing to do so will result in runner being called out.

- 9. Fielders (including the catcher) may not block a base (including home plate) at any time without possession of the ball. **(NEW RULE 2015)**

- 10. Catcher's Interference shall be enforced.

Pitching Rules

- 1. Any player who has played the position of catcher for four (4) or more innings a game

MUSTANG RULES (Con't)

- cannot pitch in the same calendar day.
2. A pitcher who delivers 41 pitches or more in a game cannot play the position of catcher for the remainder of that day.
 3. A pitcher once removed from the mound cannot return as a pitcher.
 4. Pitch counts must be maintained and a pitcher must be removed once the pitcher reaches the limit for the players age group:
 - A. Majors : **50 pitches per day for the first 4 games of the season); 85 pitches per day thereafter (ADOPTED 2016)**
 - B. Exception: a pitcher may complete the at bat in which limit reached.
 5. Players must observe the mandatory rest rule based on the number of pitches thrown in a day.
 - A. > 65 pitches per day requires four (4) calendar days of rest.
 - B. 51-65 pitches per day requires three (3) calendar days of rest.
 - C. 36-50 pitches per day requires two (2) calendar days of rest.
 - D. 21-35 pitches per day requires one (1) calendar days of rest.
 - E. 1-20 pitches per day requires zero (0) calendar days of rest.
 6. Observance of mandatory rest begins on the day following when the pitcher met the relevant # of pitches. For example, a pitcher who pitches 30 pitches on Saturday (regardless of time) is not eligible to pitch until Monday.
 7. A player may not pitch in more than one game per day unless they are the pitcher of record for the first game and the starting pitcher of the second game. Pitch count rules remain in effect. **(REVISED 2015)**
 8. Pitches delivered in games declared
- “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- A. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
 - In the event that the first inning is not completed, all records including pitching records, batting records, etc. shall be disregarded.
9. Each league must designate the scorekeeper or other game official to record pitch count.
 - A. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire.
 - B. The manager is responsible for knowing when their pitcher must be removed.
 10. Any part of the pitcher’s undershirt or t-shirt exposed to view shall be of a solid color.
 - A. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batters.
 - B. White long sleeve shirts are not permitted.
 11. The pitcher’s glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of an umpire, distracting in any manner.
 12. One visit by either the manager or coach are allowed per inning to the same pitcher.
 - A. The pitcher must be removed on the second visit in that inning.
 13. Pitchers may not apply any foreign substance to ball, including own saliva.
 - A. First infraction will result in warning.

MUSTANG RULES (Con't)

- B. Second infraction by pitcher will result in ejection of pitcher from the game.
14. A new pitcher, including the starting pitcher is allowed 8 warm-up pitches. A pitcher already of record is allowed 6 warm-up pitches before the start of a new half inning.
15. Managers and Coaches are permitted to warm up pitchers in between innings to allow for faster transitions in between half innings. Any player warming up a pitcher must be in full protective catcher's gear.
16. A pitcher must be removed from role of pitcher after hitting either 2 batters in an inning or 3 batters in a game.
17. Balks will be called – pitchers may not deliberately deceive the batter or runners while in the capacity of pitcher.
- A. First balk per pitcher will result in warning and no advancement of runners
- B. Subsequent balks per pitcher will result in 'no pitch' and advancement of runners
18. Common Balks Umpires will be observing include:
- A. Not coming to a set position before delivering the pitch
- B. Faking a throw to a base while touching the pitching plate
- C. Failure to detach from the pitching plate when throwing to an occupied base.
- Exception: When the pitcher first steps directly towards base and then throws (right-handed pitcher to third base and left-handed pitcher to first base).
 - The pitcher must complete the throw or it shall be considered a fake throw and called a balk.
- D. Complete turn of shoulder by pitcher when in contact with pitching plate to get a better view of runner on base.
- E. Pitcher accidentally or intentionally drops the ball while touching the pitching plate.
18. If intentionally walking a batter, the pitcher may notify the umpire and the batter will be awarded first base with no pitches recorded against the pitcher's total pitch count. **(NEW RULE 2015)**

PONY RULES

Pony Game Management & Playing Rules

Special Note: Unless otherwise specified herein, all questions and disputes regarding game management and playing rules will default to Little League Rules.

Field Set up and Equipment Rules

1. Games will be played with 54' pitching distance and 80' base paths.
2. Baseball bats must conform to the following standard:
 - A. The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play. **(ADOPTED 2018)**

3. Shoes with metal spikes are permitted.
4. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item.
 - A. Exception: jewelry that alerts medical personnel to a specific condition is permissible.

5. All male players must wear athletic supporters.

Game Management

1. Games consists of 7 innings (6 $\frac{1}{2}$ if the home team is ahead after the top of the 7th).

- A. No new inning can start after 2 hours and 15 minutes from the official start time of the game as called by the home plate umpire and noted by the home team scorekeeper. **The official start time of the game shall be recorded when the first warm-up pitch is thrown from the mound by the home team. (ADOPTED 2016)**

- Exception: Playoff games will be played to completion without a time-limit. For purposes of this rule, any game considered to be a regulation game (Game Management Rule 1.E that is called by the umpire because of weather or called because of other factors by an Executive Committee Member or the League Commissioner shall be considered complete without regards to time or the actual number of innings played. **(NEW RULE 2015)**

- B. **The next inning shall begin immediately upon recording the final out of the previous inning. (ADOPTED 2016).**

- C. If the score is tied after 7 inning, the "California Tie Breaker" rule will go into effect. Extra innings will be played as follows:

- Each team will place the batter who is scheduled to bat last in their offensive half of the inning on second base.

- The inning will begin with one (1) out.

- Every batter begins their at-bat with a one (1) and one (1) count.

- D. The game will continued to be played in this manner until a verdict is reached or the game time limit is reached.

- E. The California Tie Breaker rule will not be in effect during playoffs. When the score is tied at the end of a regulation playoff game traditional extra innings will be played to determine the winner.

- F. If a game is called. It is a regulation game if 5 innings have been played and a team is ahead (4 $\frac{1}{2}$ innings if the home

PONY RULES (Con't)

team is ahead).

G. If a game is called before it has become a regulation game but after one or more innings have been played, it shall be resumed from the exact point where it left off.

2. Mercy Rule: If after 4 innings (3 ½ if the home team is ahead) a team is ahead by ten (10) or more runs, the losing team shall concede the game.

3. Protests shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player.

A. No protest will be considered on a decision involving the umpire's judgment.

4. Equipment which does not meet the specifications must be removed from the game .

Batting

1. Teams will adopt a continuous batting order.

A. Rostered players arriving late will be inserted at the end of the batting order.

B. If a player becomes injured, ill, or must leave the game site after the start of the game, that player will be skipped over in the batting order without penalty.

C. A batter will be called out, on appeal, when batting out of turn.

2. A batter will be out if a ball is bunted foul on the third strike.

3. A batter may not fake a bunt and then swing.

A. Violation results in the batter being called out and runners returning to previously occupied base if any advanced resulted from the fake swing/bunt.

4. Dropped Third Strike is in effect.

Base Running

1. Each runner, including the batter-runner, may without liability to be put out, advance:

A. To home on a fly ball home run hit out of the field of play.

B. One base in addition to the base the runner was already advancing to if a fielder deliberately interferes with a hit or thrown ball by either throwing a glove at the ball or touching/throwing other items (such as cap, mask, etc.) to interfere with the ball.

C. One base in addition to the base the runner was already advancing to if a fair ball bounces or is deflected into the stands outside the first or third base foul line, or if it goes through or under an object such as fence, scoreboard, shrubbery or vines or if it sticks in such objects.

D. One base, if a ball pitched by the pitcher goes out of play.

E. One base in addition to the base the runner was already advancing to in the event a fielder's throw results in a ball going out of play (including the pitcher serving in the capacity of a fielder) .

F. One base for a walk or hit by pitch.

2. A runner is out when deviating more than three feet from the baseline .

3. A runner will be called out if failing to slide or attempt to get around a fielder who has the ball is waiting to make the tag.

4. Completion of Play (dead ball) occurs when:

A. Batter is hit by pitch.

B. Ball ruled 'out of play'.

C. Umpire has called time out.

5. When bases are occupied, the pitcher will deliver the next pitch within a reasonable time (recommended 20 seconds) after the

PONY RULES (Con't)

pitcher receives the ball else the umpire will call a ball for each violation.

A. Exception to this rule exists when time is called by the umpire via a dead ball situation or any other situation, such as a coach's visit to the pitcher's mound.

6. Leadoffs and stealing are permitted.
7. Balks will be called and result in runners advancing one base.

Fielding & Substitutions

1. Minimum of 8 fielders for each team is required to play the game.
 - A. If one team does not have minimum # of players that team will forfeit the game and score will be counted as 1 – 0.
2. A team may have players from the Majors league (and below) or another Pony team participate on the roster if playing a team from another town (i.e. Lombard).
3. For "House" games (Glen Ellyn vs. Glen Ellyn), all 'substitute' players must be selected from the Majors league (and below) and must adhere to the following **(REVISED 2015)**:
 - A. 'Substitute' players bat at the bottom of the batting order.
 - B. 'Substitute' players may only play the outfield which means no more than 3 substitute players are allowed.
 - C. No substitute may play more innings than a rostered player.
4. No player will sit twice before all other players have sat once.
5. Managers must play all players in the outfield at least one inning.
 - A. Exception: A starting catcher does not have to play the outfield if remaining as catcher for the entire game. Otherwise that catcher may not play another infield position

before first playing in the outfield.

B. Exception: A starting pitcher does not have to play the outfield if remaining as the pitcher for the entire game. Otherwise, that pitcher may not play another infield position before first playing in the outfield. **(REVISED 2015)**

6. Infield Fly Rule is in effect.
7. No fake tags are permitted.
 - A. Violation results in one-base advancement of all runners.
8. Fielders may not interfere with runners attempting to advance in the base path.
 - A. Violation will result in runner interfered with being awarded base to which he/she was advancing.
 - B. Exception is if a fielder is making a play on a ball – runner must seek to avoid contact and failing to do so will result in runner being called out.
9. Fielders (including the catcher) may not block a base (including home plate) at any time without possession of the ball. **(NEW RULE 2015)**
10. Catcher's Interference shall be enforced.

Pitching Rules

1. Any player who has played the position of catcher for four (4) or more innings a game cannot pitch in the same calendar day.
2. A pitcher who delivers 41 pitches or more in a game cannot play the position of catcher for the remainder of that day.
3. A pitcher once removed from the mound cannot return as a pitcher.
4. Pitch counts must be maintained and a pitcher must be removed once the pitcher reaches the limit for the players age group:

PONY RULES (Con't)

- A. Pony: **65 pitches per day for the first 4 games of the season); 95 pitches per day thereafter (ADOPTED 2016)**
- B. Exception: a pitcher may complete the at bat in which limit reached.
5. Players must observe the mandatory rest rule based on the number of pitches thrown in a day.
- A. > 65 pitches per day requires four (4) calendar days of rest.
- B. 51-65 pitches per day requires three (3) calendar days of rest.
- C. 36-50 pitches per day requires two (2) calendar days of rest.
- D. 21-35 pitches per day requires one (1) calendar days of rest.
- E. 1-20 pitches per day requires zero (0) calendar days of rest.
6. Observance of mandatory rest begins on the day following when the pitcher met the relevant # of pitches. For example, a pitcher who pitches 30 pitches on Saturday (regardless of time) is not eligible to pitch until Monday.
7. A player may not pitch in more than one game per day unless they are the pitcher of record for the first game and the starting pitcher of the second game. Pitch count rules remain in effect. **(REVISED 2015)**
8. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
- A. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- In the event that the first inning is not completed, all records including pitching records, batting records, etc. shall be disregarded.
9. Each league must designate the scorekeeper or other game official to record pitch count.
- A. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire.
- B. The manager is responsible for knowing when their pitcher must be removed.
10. Any part of the pitcher's undershirt or t-shirt exposed to view shall be of a solid color.
- A. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batters.
- B. White long sleeve shirts are not permitted.
11. The pitcher's glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of an umpire, distracting in any manner.
12. One visit by either the manager or coach are allowed per inning to the same pitcher.
- A. The pitcher must be removed on the second visit in that inning.
13. Pitchers may not apply any foreign substance to ball, including own saliva.
- A. First infraction will result in warning.
- B. Second infraction by pitcher will result in ejection of pitcher from the game.
14. A new pitcher, including the starting pitcher is allowed 8 warm-up pitches. A pitcher already of record is allowed 6 warm-up pitches before the start of a new half inning.
15. Managers and Coaches are permitted to warm up pitchers in between innings to

PONY RULES (Con't)

allow for faster transitions in between half innings. Any player warming up a pitcher must be in full protective catcher's gear.

16. A pitcher must be removed from role of pitcher after hitting either 2 batters in an inning or 3 batters in a game.
17. Balks will be called – pitchers may not deliberately deceive the batter or runners while in the capacity of pitcher.
 - A. A balk will result in the advancement of runners one base.
18. Common Balks Umpires will be observing include:
 - A. Not coming to a set position before delivering the pitch
 - B. Faking a throw to a base while touching the pitching plate.
 - C. Failure to detach from the pitching plate when throwing to an occupied base.
 - Exception: When the pitcher first steps directly towards base and then throws (right-handed pitcher to third base and left-handed pitcher to first base).
 - The pitcher must complete the throw or it shall be considered a fake throw and called a balk.
 - D. Complete turn of shoulder by pitcher when in contact with pitching plate to get a better view of runner on base.
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