

2022 Chicagoland Sunday Baseball Rules (updated Jan 26th, 2022)

1. INSURANCE COVERAGE

Teams must provide proof of league insurance coverage with their registration by April 1st. Failure to comply will result in your team being suspended from the league until proof of insurance is provided.

2. LENGTH OF GAMES

Pinto (7 & 8 yr olds)	6 innings
Mustang (9 & 10)	6 innings
Bronco (11 & 12)	7 innings
Pony (13 & 14)	7 innings

3. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning a team is **twelve (12) runs** ahead, the game is complete. Note: since teams are travelling to play games, the slaughter rule for the season is a little higher (12 runs and not 10 runs as in our Memorial Day tournament rules) with the intention of giving teams that are travelling a chance to play some more baseball.

Pinto / Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

4. DIMENSIONS

	<u>Pitching mound</u>	<u>Bases</u>
• Pinto (7 yr olds)	38'	60'
• Pinto (8 yr olds)	40'	60'
• Mustang (9 & 10 yr olds)	44' to 46'	60'
• Bronco (11yr & 12 yr olds)	48' to 50'	70'
• Pony (13 year olds)	54'	80'
• Pony (14 year olds)	54' / 60'	80' / 90'

Please note, since there are many different type of leagues that play in the league (Little League, Pony League, Cal Ripken, etc..., CLSB allows the pitching mound to have a 2 foot variance at the Mustang and Bronco levels. Pitching mound is the distance of the HOME team field.

Pony (14 year olds) - If a home team has a field that is able to be configured using bigger dimensions, it is at the option of the HOME team to play with a 60 foot pitcher's mound and 90 foot bases. CLSB was created with the goal of preparing our players for making a high school team. If a team's home field is only configured for 54' mound / 80' bases, the game should be played using the home team's smaller dimensions.

5. AGE RULES

Birthdate cutoff is April 30th. The player's age on April 30th is their age for the 2022 season.

5. PITCHING

	<u>Per Game</u>
7 year olds	2 innings
8 year olds	2 innings
9 year olds	2 innings
10 year olds	2 innings
11 year olds	3 innings
12 year olds	3 innings
13 year olds	3 innings
14 year olds	3 innings

- One pitch constitutes an inning.
- Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in Pinto or Mustang Division)
- If a pitcher hits **three** batters in a game he must be removed.
- A pitching change must occur on a manager or coach's second trip to the mound, except in the case of an injury.

6. EQUIPMENT

- All on deck batters must wear protective helmets.
- Absolutely no players with soft or hard casts are allowed to play.
- Only rubber spikes and gym shoes are allowed for Pinto, Mustang and Bronco
- Bat Rules
 - In conjunction with USA Baseball and its other participating organizations (Little League, Pony League, Cal Ripken and others), only USABat are allowed. All 2 1/4" and 2 5/8" barrel bats with a minus factor of (-5,-7,-9,etc) **must** be USA Bat certified with the USABat licensing stamp on the bat.
 - BBCOR bats may be used at any level.
 - No 2 3/4 ' barrels are allowed at any level in CLSB.
 - 14 Year old level only - **only** (-3) bats may be used and the bat must be BBCOR certified. The bat which may be a wood or non-wood product shall be not more than two and five-eighths (2-5/8") in diameter at the barrel and is to be stamped with a BPF .50. These are the rules for high school. The spirit of the -3 bat restriction rule for the 14 year olds is not to create controversy during a contest. It is in place to prepare the players for high school. Chicagoland Sunday Baseball expects all managers to adhere to the rule, but in the event of an infraction, both teams are to respectfully honor the rule.
 - If a player is found to have an 'illegal' bat, the following rule applies:
 - If the bat is identified prior to the player putting the ball in play, the manager of the 'guilty' player must remove the bat from the playing field. No penalty given to the player and the player continues his at bat.
 - If the bat is identified after the ball is in play, then the bat is to be shown to the umpire. If the bat is 'illegal' then the player is called out and all runners return to the bases that they previously occupied. The manager of the 'guilty' player must remove the bat from the playing field.

7. SUBSTITUTIONS

- **Defensive substitution** - A player removed defensively from the game may return into the game multiple times. Once a player has been removed from the pitching position that player may not return to the pitching position for the rest of the game.
- It is recommended that all players must play a minimum of three innings in the field.
- **Continuous Batting Order** - CLSB uses continuous batting orders. All players are to be included in the line-up and bat continuously (example: if there are 12 players in your line-up, all 12 players bat continuously in the batting order) The batting order may not change.

8. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
Pinto	Not allowed	Not allowed	Continuous
Mustang	Allowed*	Not allowed	Continuous
Bronco	Allowed	Allowed	Continuous
Pony	Allowed	Allowed	Continuous

- **Mustang** players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball. Stealing home is allowed.
- **Pinto and Mustang** level - No fake bunting then taking a full swing is allow. If this occurs the batter will be out and runners are not allowed to advance.
- Infield fly rule shall be in effect in the **Bronco & Pony** Division only.
- Dropped third strike applies in the **Bronco & Pony** Division only.

Kill play – 10, 9, 8 and 7 year old levels – play is considered stopped and runners should not advance when the pitcher or any other player has possession of the ball on the pitching mound. If a runner is more than half way to the next base when the ball gets on the mound, the runner gets to occupy the next base. If the player in possession of the ball on the pitching mound puts the ball back in play, the play is ‘ live ‘ again and both the defensive team and offensive team will proceed at their own risk. **IN ORDER TO STOP THE PLAY, ALL THE DEFENSIVE TEAM NEEDS TO DO IS TO KEEP THE BALL ON THE MOUND.** The mound is considered the part of the field that is within a 3 foot radius of the pitching rubber. The judgment of the umpire is final.

Courtesy runners are allowed for catchers if there are 2 outs. The runner must be the player who made the last out. If a catcher has a substitute runner, the player (catcher) who had a substitute runner must catch one full inning immediately following the substitute runner. The only exception to this rule is if there is a pitching change or an injury. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.

9. GROUND RULES

- A discussion of the ground rules between the managers and umpires should take place before each game.
- All players on the batting team, except the on deck batter must remain in the dugout except for retrieving bats or warming up pitchers.
- Bats, helmets, and equipment must be kept in the dugout during games.
- Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)
- No Smoking on the field. (anyone smoking will need to leave the field).

10. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

- A team fails to field nine rostered players within ten minutes of the games starting time. (i.e. if a game is starting at 1:00 pm, the team that is short has until 1:10 pm to field the 9th player).
- Failure to complete a game not officially called by an umpire.
- Failure to comply with an umpire's directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire's field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.
- Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:
 - A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.
 - If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited.

11. FIELD SAFETY

- Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.
- A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out.
- A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

12. UMPIRE CONTROL

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:

- Throwing of equipment
- Improper or unsportsmanlike conduct
- Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:

- A second infraction of a previously warned issue
- Profanity
- Destruction of property or equipment
- Any act of physical violence

13. Game Time Restrictions

Each game will be assessed a 2 hour and 15 minute time limit. This means that no inning can start later than 2 hours and 15 minutes from the start time of the game. **Some towns may have a local time rule at their fields that makes the time slot available shorter time for the game. If that is the case then the local time rule needs to be honored so that the host town can maximize the use of their fields.**

14. Rain delay games

Games that are not able to be completed due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage at a later date

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

A decision to continue the game at a later date is the decision of the two managers involved in the game. CLSB recommends that both managers takes into consideration the current score and distance travelled when making a decision to continue a rain shortened game at a later date.

15. Player Safety

Each manager is responsible for their players' safety. If the field conditions are poor and provide a risk to the players, the managers need to put safety first and reschedule the game. Some towns have lights on their fields. If either the visiting team feels that the quality of the lights are not safe, you are to cancel the game and then should contact Chicagoland Sunday Baseball to notify the league of the field with the light issue.

16. Discipline issues

In the event of there being an issue with the behavior of a player, coach or fan, the following process should be followed:

- An e-mail is to be sent to chicagosunball@yahoo.com that documents the incident on the field. Please include your phone number.
- Chicagoland Sunday Baseball will open an investigation on the incident and complete the investigation within 7 days of the event being reported to the league.
- The president of both towns involved will be notified of the incident.
- Chicagoland Sunday Baseball will interview both managers, the umpire and any other eye witnesses that were present when the event occurred.
- After CLSB completes their investigation, an e-mail will be sent to both managers whose teams were involved in the incident and the presidents of both leagues. The e-mail will document the disciplinary action, if any, being issued by the league.
- In the event of suspensions or removal of a player, coach or parent from the league, CLSB will expect the cooperation of the house league that is responsible for the team.
- In the event a team does not follow the CLSB ruling and suspensions, CLSB will remove the team violating the CLSB ruling from the league and reschedule the rest of the season for the opponents of the team being removed.