

**2010 Mid-Suburban Baseball League (MSBL)
All Levels
Official League Rules**

1. Mission Statement

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

2. League Entry

- A. Entry is by invitation only.
- B. The league entry fee is \$600.00 payable to the Elk Grove Park District. This fee is collected to cover administrative and organizational costs and entitles each team to a minimum number of league games. This is a non-refundable fee.
- C. The end of the season tournament is included in this fee; all teams are required to participate. Additional fee will apply.
- D. Each team is required to submit to their league coordinator a Certificate of Insurance and copies of birth certificates prior to April 1st of the current season.

3. Rostered Players and Coaches

- A. Teams must submit a typed roster with a maximum of 15 players to the MSBL League Coordinator no later than March 31st of the current season. Teams may not add players to their roster after this date, except in extreme cases subject to prior approval by the league. Violation of this will result in forfeit of all games played by non-roster player(s).
- B. All rostered players must comply with the age chart below. Ineligible players will cause their team to forfeit any and all games they participate in. Team violators will be subject to removal from the league. All teams must provide copies of birth certificates of their rostered players and submit them to the MSBL coordinator. These copies will remain on file with the MSBL coordinator.

9U Division - Must be 9 years old or younger, may not turn 10 before May 1, 2010

10U Division - Must be 10 years old or younger, may not turn 11 before May 1, 2010

11U Division - Must be 11 years old or younger, may not turn 12 before May 1, 2010

12U Division - Must be 12 years old or younger, may not turn 13 before May 1, 2010

13U Division - Must be 13 years old or younger, may not turn 14 before May 1, 2010

14U Division - Must be 14 years old or younger, may not turn 15 before May 1, 2010*

***High school students are not allowed in the MSBL**

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

4. Games

- A. Each team will schedule their own practice games.
- B. League games will be scheduled beginning April 1. Teams are required to play the games scheduled by the league (approximately 22 - 26 games). The league results will help determine the post-season tournament seedings.
- C. Member teams will not intentionally “double book” games with other teams or tournaments, thereby causing MSBL games to be cancelled. Teams should not schedule league games in conflict with previously scheduled tournaments. Teams must give opponents at least 14 days notice to postponement due to scheduling conflicts. Affected teams must reschedule within 48 hours or the canceling team forfeits the game. **There will be no disputes, however if they occur, the MSBL League Coordinator will settle them.** Teams that violate this rule will be subject to removal from the league.
- D. Home team managers must make every attempt to contact visiting team managers at least 1½ hours before game time to cancel and reschedule games due to inclement weather or unplayable field conditions.
- E. Home teams are required to supply and compensate one “patched” umpire (IHSA preferred) during practice, league, and tournament games. If the umpire is not “patched” the managers must agree using a “non-patched” prior to the start of the game.
- F. Teams without a home field will pay the manager of the team with the field all fees required to compensate the umpires and other related costs associated with hosting a game, prior to the start of each game. The non-home field team will be the home team on alternating game dates or otherwise indicated on the official MSBL schedule.

- G. Home teams must provide Two (2) new game balls. **The official MSBL Baseball for U9, U10 and U11 is Rawlings ROLB1. U12, U13 and U14 official MSBL baseball is Rawlings ROLB.**
- H. Evening games are scheduled to start at 6:00 p.m. or later if the field is lighted. Home team must wait 15 minutes after the scheduled game time for traveling teams to arrive (or longer if agreed upon by the participating managers) before the game is forfeited. A game starting at 6:15 p.m. may be allowed to begin with a minimum of 8 roster players. If eight players are used, the 9th spot in the batting order will be recorded as an out. If 9 roster players are available at 6:00 p.m., the game must begin at 6:00 p.m. Evening games will be scheduled to start at 5:30 p.m. until May 15th.
- I. Each team is required to play 100% of their scheduled games. If less than 100% of your league games are completed, teams will take a loss for each game not completed. The scores will be 6-0 for the 10U division and 7-0 for the 11U, 12U, 13U, and 14U divisions.
- J. Hosting team selects their dugout regardless of the scheduled "home team".

5. Playing Rules

- A. Games will be played using IHSA rules unless otherwise noted in this document. Each manager is encouraged to review the published rules.
- B. **Speed up Rule** – IHSA rules apply for batters in batters box, one foot must remain in the batters box.
- C. **Game Length 9U & 10U** - Games will be six (6) innings in length. A game is considered an official game once four (4) innings have been completed. If the home team is leading after 3 ½ innings the home team is deemed the winner. If the game is tied at the end of regulation, it shall go into extra innings until a winner is determined

Game Length 11U, 12U, 13U, 14U - Games will be seven (7) innings in length. A game is considered an official game once five (5) innings have been completed. If the home team is leading after 4 ½ innings the home team is deemed the winner. If the game is tied at the end of regulation, it shall go into extra innings until a winner is determined.

If a game is called due to inclement weather, official game rules apply, if the game is deemed official and the score is tied, that game will be resumed at a later date. At the U14 Division if the last completed inning is a tie and the game is deemed official it will remain a tie unless the two teams are scheduled to play again. If they are scheduled to play again the tie game will be resumed before the scheduled game.

Non completed games will be deemed a Non-Game and the game will be restarted from the beginning on the rescheduled date.

If a game is called due to darkness, and it has reached official game status, the final score will be the score at last completed inning. At the U14 Division if the last

completed inning is a tie it will remain a tie unless the two teams are scheduled to play again. If they are scheduled to play again the tie game will be resumed before the scheduled game.

- D. Games that are rained out or not completed due to inclement weather or darkness or not completed for any reason shall be re-scheduled within 72 hours. If a re-scheduled date is not submitted or posted to league web site within 72 hours both teams will receive a loss.

Temperature Restriction - A game may be re-scheduled due to cold temperature at game time. **Both managers must agree** not to play due to temperature at game time. If both managers can not agree, the game must be played as scheduled or a forfeit will result for the no show team. Once the game begins it becomes an official game as described in Section 5, Item B. See Rule for U13

E. **Base Distances:**

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

F. **Pitching Mound Distances:**

9U	44 Feet
10U -	46 Feet
11U -	48 Feet
12U -	50 Feet*
13U -	54 Feet
14U -	60' 6" Feet

* 12U - It is acceptable to use a 48 foot pitching distance when 50 feet cannot be used (example: fields with mounds with a fixed 48' rubber). Under no circumstance should less than a 48' pitching distance be used. Fields may or may not have mounds.

- G. 10U – 14U - Full baseball rules apply; Lead-Offs, Infield Fly Rules, Balks (each pitcher will receive one balk warning) and Dropped Third Strikes. 9U, NO Lead-Offs, Infield Fly, Balks, or Dropped Third Strike, and runners cannot steal until the ball crosses the plate. 9U cannot steal home, they must score on a hit or walk.

- H. **Continuous Batting Rule:** Teams will bat a continuous lineup and free defensive substitutions are allowed to encourage maximum player participation. Announce before a game if a player must leave during the game, if a player is injured and cannot bat for his designated spot in the order, he must leave the game. Exception: if there are only 8 players left in the lineup, an out will be recorded for the 9th spot. ALL players on the bench that are eligible to play must bat.

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



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

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

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

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

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

J. Official Scoring: Home team will keep the official scorebook. Please verify scores with opposing team every $\frac{1}{2}$ inning. Updated standings will be provided at the MSBL website at www.eteamz.com/msbl.

K. Slaughter Rule: 12 Runs after 4 innings, and 10 Runs after 5 innings

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

M. Any infielder who fake tags a runner when no throw is made will be removed from the game.

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

6. Pitching Rules

A. Innings Per Game and Day

9U - 2 Innings/Game - An inning is three consecutive outs

10U - 3 Innings/Game - An inning is three consecutive outs

11U - 3 Innings/Game 4 Innings Per day- An inning is described as one pitch

12U - 4 Innings/Game – 5 Innings per day An inning is described as one pitch

13U - 4 Innings/Game - 5 Innings per day An inning is described as one pitch

14U - 4 Innings/Game - An inning is three consecutive outs, no limit per day

B. One free trip to mound per inning by a coach or manager is allowed and only a total of two free trips are allowed per pitcher per game. On the second trip per inning or third

trip per game the pitcher must be removed. Balk explanation trips are excluded as a trip to the mound.

- C. A major league sized pitching rubber should be used. Fields may or may not have mounds.
- D. Pitchers once removed from a game may not re-enter as a pitcher.
- E. Pitchers will receive a maximum five (5) warm-up pitches every inning. Relief pitchers will receive a maximum of ten (10) warm-up pitches.

F. Pitched Ball Restrictions

9U, 10U, 11U, and 12U - No breaking balls including a slip pitch will be allowed. Only the umpire will deem a pitch breaking balls. One warning will be given. On subsequent breaking balls, the pitch will be deemed an illegal pitch and the IHSA rules for an illegal pitch shall apply.

- G. Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter).
- H. A pitcher hitting three batters with a pitched ball in a game requires the removal of the pitcher.

7. Equipment

- A. Metal spikes may not be worn at the 9U, 10U, 11U, 12U divisions.
- B. Batters, on deck hitters, and base runners must wear helmets.
- C. Players may not wear jewelry.
- D. There are no bat restrictions 9U, 10U, 11U, 12U, and 13U.
- E. 14U Bat restriction for 2008 season is minus 5 with a maximum barrel size of 2-3/4"
- F. Players coaching bases must wear a helmet.
- G. For safety reasons all players must wear a protective cup. Catchers must wear protective catcher's equipment and a protective cup.
- H. The umpire prior to the start of the game may approve a non-identical ball.

8. Conduct

- A. Only team managers may discuss a call with an umpire and only if the discussion is a question about a rules call. Judgment calls are final.
- B. Players Ejected will have an out recorded is their position in the batting order.

- C. **Ejections:** Any manager, coach, player or family member ejected from a game, the following penalties will be assessed:
1st Ejection: Will include a warning and up to a 1 game suspension
2nd Ejection: Minimum 3 Game suspensions
3rd Ejection: Subject to Disciplinary Committee decision

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

- D. Team managers will be responsible for the conduct of their coaches, players and fans. Umpires are authorized to throw violators out of a game and ask them to leave the park or subject their team to a forfeit.
- E. All teams are asked to clean-up their dugout and bleacher areas after each game.
- F. Players who throw their bat after swinging shall be given one warning. On the second and all subsequent occurrences, the player shall be called out. Safety is the primary concern here.
- G. Players who throw a tantrum and toss their bat, helmet or any equipment in a dangerous manner will be ejected.
- H. Players are not allowed to sing or chant. No distracting noises during the pitcher's wind-up. Vocal support for their team is allowed in the form of cheering and voicing encouragement. **Any** form of vocal distraction during a pitchers wind-up or delivery is not allowed (Example: To raise your voice and yell "go" to a base runner while a pitcher is in their wind-up).
- I. No protests will be allowed. However, any one team repeatedly accused of supplying unfair umpires will be subject to review by the MSBL League Coordinator and subject to penalty.
- J. Dispute Committee – If there is a rules dispute (NOT a judgment call by the umpire) that is not clearly defined by the IHSA rules or the rules here within, then a formal dispute should be logged with the MSBL Coordinator by email. A final decision will be made by the dispute committee. If there is no dispute committee the MSBL Coordinator ruling will be final.

9. Tie Breakers – Divisional Standings (Regular Season)

- A. Team with the best record in head to head competition.
- B. Team with the best division/conference record, if applicable.
- C. Team allowing the fewest runs overall.
- D. Team scoring the most runs overall.
- E. One game playoff after the MSBL Tournament.

10. MSBL – End Of The Year Tournament

- A. All MSBL teams are required to participate in the year-end tournament.
- B. The tournament dates and format will be provided by each MSBL League Coordinator. The winning percentage in MSBL league play will determine seeding for the tournament. (Separate fee paid).
- C. Host site of the MSBL Tournament will be approved by majority vote of the MSBL managers.
- D. Specific MSBL Tournament guidelines will be provided by each MSBL League Coordinator. Guidelines will include, but not limited to; seeding, dates, format, trophies, concessions, umpires, game time limits, etc.

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