



NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

(NSYBA)

LOCAL RULES

2014 SUMMER BASEBALL

www.NSYBA.net

ELIGIBILITY FOR SPRING BASEBALL: NSYBA Summer Baseball is primarily for kids that just finished the 7th and 8th grade. High School Freshmen who were NOT playing Baseball on a High School team, or equivalent program can play. For eligibility purposes, High School players' ages are determined by the September 1st school calendar date. There is a limit of two High School players per team. Any exceptions to player eligibility can be requested and will be reviewed by the commissioner.

RAIN OUTS AND HOTLINES: Inclement weather can be unpredictable. You should always assume that you are going to play. Umpires and coaches are strongly encouraged to get games in if it can be done safely. Games will generally not be canceled prior to one hour before game time. Managers should inform players that if there is doubt about field conditions, they should not call the manager, but, instead, they should wait for the manager to notify them and that if they don't hear from the manager, go to the ballpark on the assumption the game will be played.

1. *The Illinois High School Association (IHSA) Rules* govern play and is the main rule book for the NSYBA. It is supplemented by these Local Rules. These Local Rules should be in the possession of the manager of the team at every game. The Local Rules supersede IHSA rules in every instance.
2. There shall be 80 ft. bases and 54 ft. pitching distance.
3. No jewelry may be worn. Metal Spikes are allowed, but the NSYBA encourages the use of molded sole rubber spike shoes or plastic spikes.
4. No bat shall be larger than 2-5/8 inches in diameter or 34 inches in length.
 - 4a. Big Barrel Bats, defined as having a barrel size of 2-1/2 inches and up to 2-5/8 can be used, but must have a 'drop' of no larger than '-8'.
 - 4b. There is no drop limit on bats that have a 2-1/4 inch barrel size.
 - 4c. All woods bats up to 2-5/8 inches are permitted with no restrictions.
 - 4d. If a pitch is thrown while an illegal bat is used, that batter is called out and it is a dead ball.
5. A batter who shows bunt, must either pull back, or attempt to bunt the ball. Fake bunting and then swinging is not permitted. The batter will automatically be called out and a dead ball will be called.
6. A batter who throws their bat is given a warning. If that player throws their bat a second time, he is automatically out and a dead ball will be called.
7. Only a player who is playing in a lower-age league sponsored by the same community may be called up by a team if the manager will not have sufficient players. A call-up cannot pitch and must bat at the bottom of the batting order.
8. A regulation game consists of 7 innings.
 - 8a. Only one extra inning will be played. If the score remains a tie after an 8th inning, the game shall be declared a tie game. Exceptions are given for playoff and championship games. For these games, play will continue until a winner is determined.
 - 8b. Playoffs games are not complete until at least 7 full innings have been played, or if the home team is winning and 6½ have been completed. Unless the game ends due to slaughter.
9. During the regular season, no new inning may begin after the 2 hour and 15 minute mark. This rule only applies to regular season games. Tournament games will be played with no time limit.
10. Any team that compiles a 12 run lead after 5 complete innings shall be declared the winner.
11. There is no limit to the amount of runs that can be scored in a particular inning. **OPTIONAL:** During regular season games if both managers agree prior to the start of a game, the game can be played using the **Julio Rule**. The **Julio Rule** allows a maximum of five (5) runs in any half of an inning. After five (5) runs have scored, the half inning will be over and the other team comes to bat. If more than five (5) runs for the inning occur as the result of the final play, only five (5) runs shall count. **EXCEPTIONS:** If a team is behind by more than five (5) runs, it may continue to score runs until the score is tied. (Ex. If it is 11-2 in the 4th, the team that is down can score up to 9 runs). The **Julio Rule** does not apply to the final inning of the game.
12. A team will field 9 players in the field. A team may start the game with a minimum of 8 players. During the tournament, if a team has less than 9 players, the 9th player in the batting order will be considered an automatic out. After a game starts, the minimum player limit to continue a game is 7. However, during tournament games, both the 8th and 9th players in the batting order will be considered automatic outs.
13. A runner is out if the runner does not attempt to get around the fielder, or otherwise attempt to avoid a collision with the fielder who has the ball, or who is about to have the ball, and is waiting to make a tag at a base. There no slide requirement, just a requirement to avoid contact.

14. Runners are not permitted to slide 'head-first' into home plate. Runners that attempt to do so will be called automatically out.
15. When the catcher for the next inning is a baserunner, the manager may use a substitute baserunner who was the last batted out. If there are two outs and the pitcher for the next inning is a baserunner, the manager may also use a substitute baserunner who was the last batted out. If the last batted out is the pitcher or catcher the following inning, the previous batted out should be used. **NOTE:** The purpose of those rule is to speed up the game. Substitute runners should be prepared to go onto the field before the substitution is called for. Furthermore, for the next inning, the pitcher and catcher should be ready to go immediately to take warmup pitches.
16. A pitcher may pitch a maximum of 8 innings in a rolling calendar week (Seven Days). A pitcher may pitch a maximum of 4 innings in a two-day period. No pitcher may pitch more than 4 innings in any particular game. If a Double Header is played, a pitcher may only pitch a maximum of 4 innings combined during that day and they must be consecutive innings.
17. If a manager or coach makes 2 trips to the mound in one inning, or 3 trips per game to the same pitcher, that pitcher must be relieved from pitcher. A trip to the mound between innings does not constitute a trip for the purpose of this Local Rule. A trip to the mound to check on an injured player is not considered a trip to the mound. Such a trip should be accompanied by the umpire.
18. The umpire shall issue one warning per pitcher per game prior to calling a balk on that pitcher. If an umpire calls a coach to the mound to explain or discuss a balk, it shall not count as a trip to the mound.
19. Any pitcher that hits three batters in a game shall be removed as a pitcher.
20. Any pitcher relieved from pitching may not pitch again that day in a second game of a double header. If a double header is played, the pitcher who finishes the first game, may remain the starter in the second game. However, they are still limited to 3 innings for the entirety of the day.
21. All players present during a game must play at least 4 complete innings in the field. 3 of these innings must be in the field prior to the 6th inning.
22. The home team is required to supply 2 new game balls, as well as a qualified umpire. During the tournament, all home plate umpires must be 'patched'. For tournament championship games, there will be two 'patched' umpires.
23. The winning team is required to report the full game report to the scorekeeper. The full game report consists of the final score, the pitchers for both teams, as well as the number of innings thrown by each pitcher. Game reports must be reported promptly to track for pitchers. In addition to the required data, both the winning or losing manager can also report game highlights or a game summary to be posted on the game results page. (Highlighting key plays, great performances, summarizing the game, etc...)