



# **NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION**

**(NSYBA)**

## **BRONCO DIVISION LOCAL RULES**

**2015 SPRING BASEBALL**

**[www.NSYBA.net](http://www.NSYBA.net)**

**ELIGIBILITY FOR SPRING BASEBALL:** NSYBA Spring Bronco Division is primarily for kids that are in 5<sup>th</sup> and 6<sup>th</sup> grade. The Bronco Division consists of 'house-league' level of play. Kids that are on community-based travel teams sponsored by their local house league are eligible to play.

**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 call them and that if they don't hear from the manager, go to the ballpark on the assumption the game will be played.

*Revised: March 5<sup>th</sup>, 2015*

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 70 ft. bases and 48 ft. pitching distance.
3. No jewelry may be worn. Metal spikes are not allowed.
4. Big Barrel Bats are not allowed. No barrel may be larger than 2 ¼ inch. There is no 'drop' requirement.
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. Suicide squeezes are not allowed.
6. A batter who throws his bat is to be given a warning by the umpire. If the batter throws his bat a second time, the batter will automatically be called out and a dead ball will be called.
7. Only a player who is playing in a lower-age league sponsored by one of the league participating communities 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 6 innings.
  - 8a. Only one extra inning will be played. If the score remains a tie after a 7<sup>th</sup> 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. If a game is called due to darkness or due to inclement weather, it is considered a regulation game if four innings have been completed, or if the home team is winning and 3½ innings have been completed.
  - 8c. If a game ends prematurely due to inclement weather, it is considered a suspended game. It will be rescheduled and resumed at the point of suspension.
  - 8d. Playoff games are not complete until at least 6 full innings have been played, or if the home team is winning and 5½ innings have been completed. Unless the game ends due to slaughter.
9. There will be a 2-hour time limit for all regular season games. No new inning can start after the 2-hour mark.
10. Any team that compiles a 12 run lead after 4 complete innings shall be declared the winner. If the home team is ahead or goes ahead by 12 runs after 3½ innings, the game will end due to slaughter.
11. An inning will conclude when 3-outs are recorded, or if the batting team scores 7-runs in one inning.
  - 11a. There is no run limit in the 6<sup>th</sup> inning, or the mutually agreed upon last inning if it is unlikely a final inning will be played due to darkness.
12. A team will field 9 players in the field. A team may start the game with a minimum of 8 players. After a game starts, the minimum player limit to continue a game is 7. If a team has insufficient players to start a game or to continue a game, a forfeit will be declared. A 15-minute grace period shall be permitted before forfeiting a game. If a forfeiture has occurred, the teams are encouraged to exchange players and play a practice game.
  - 12a. During playoff and championship games, if a team only has 8 players, the 9<sup>th</sup> player in the batting order will be considered an automatic out. If a team drops to 7 players, the 8<sup>th</sup> and 9<sup>th</sup> players in the batting order will be considered automatic outs.
13. A runner may lead off from any base. Runners can steal 2<sup>nd</sup> or 3<sup>rd</sup> base. There is a 'wall' at 3<sup>rd</sup> base.
  - 13a. Drop-third strikes are in play when first base is not occupied. If there are two outs, a drop-third strike is in play, even if first base is occupied. Exception: There is no drop-third at all when the bases are loaded.
  - 13b. Runners CANNOT advance home on a drop-third strike.
  - 13c. On an overthrow during a pick-off or stolen base attempt, runners may advance to 2<sup>nd</sup> or 3<sup>rd</sup> only.

Runners CANNOT advance home.

- 13d. A runner may only advance home on a batted ball, a walk with the bases loaded, or a balk.
14. 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.
15. Runners are not permitted to slide 'head-first' into any base. Runners that attempt to do so will be called automatically out. Exception: Runners are allowed to slide head first when retreating back to a base during a pick-off attempt.
16. When the catcher for the next inning is a baserunner, and there is at least one out, 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.
17. A pitcher may pitch a maximum of 5 innings in a rolling calendar week (Seven Days). A pitcher may pitch a maximum of 2 innings and the innings must be consecutive. If a double header is played, a pitcher can only pitch a total of 2-innings for the entire day and they must be consecutive. A pitcher cannot pitch in back to back days. One pitch constitutes an inning.
18. 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.
19. 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.
20. Any pitcher that hits two batters in an inning, or three batters in a game shall be removed as a pitcher.
21. There are no intentional walks.
22. A pitcher may not through a deliberate curve ball. If a curve ball is thrown, a warning will be given. If a second curve ball is thrown, the pitch will be called a ball, regardless of where it is in the strike zone, or if the batter swung. This is solely the umpires discretion and is not a matter that can be argued.
23. All players present during a game must play at least 4 complete innings in the field. No player may sit more than two innings and they cannot be consecutive. Coaches are encouraged to give all players the opportunity to play an infield position for at least one inning every single game.
24. All players present for a game will bat in a continuous batting order. If a player leaves a game early, or gets injured during the game, their spot in the batting order is skipped and no penalty is given.
25. There are no protests. The umpire's calls are final. All players, parents, coaches, fans, and league officials must conduct themselves in an appropriate manager. Any misconduct should be reported to the league commissioner, at which point a panel will determine if any further action by the league is required.
26. The home team is required to supply 2 new game balls, as well as a qualified umpire. During the playoffs, all home plate umpires must be 'patched'. For semi-final and championship games, the home team should provide 2 'patched' umpires.

27. 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 league website. (Highlighting key plays, great performances, summarizing the game, etc...)
  
28. For games that have been rained out or suspended, the managers are encouraged to find a reasonable date to reschedule. The regular season consists of 14-scheduled games, and 12-games must be completed in order to be eligible to play in the post-season.