



NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

(NSYBA)

LOCAL RULES

2018 SPRING BASEBALL

www.NSYBA.net

ELIGIBILITY FOR SPRING BASEBALL: NSYBA Spring Baseball is primarily for kids that are currently in the 7th and 8th grade. Any exceptions to player eligibility can be requested and will be reviewed by the commissioner.

COMPETITIVE BALANCE: Stacked teams, all-star teams, travel teams, or any preformed teams are strictly prohibited from participating at the Pony division. Any exceptions to this rule must be requested and approved by the league commissioner.

Communities with multiple teams participating in the Pony division must make every effort possible to assure teams are well balanced. This could be achieved through a draft, an evaluation session, or other means to assure competitive balance across a communities multiple teams.

If as the season progresses, it is determined by the league commissioner that a community neglected to make an effort to balance its teams, or have included an all-star or travel team in the league, the commissioner has the authority to take disciplinary action towards that particular team or community, including making that team ineligible to participate in post-season play.

No team can be made up of predominately older players. All teams must have at least 1/3 of its players comprised of 7th graders. Exceptions can only be made to this rule if there are imbalanced registration numbers.

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. For 2018, All USA-Baseball Stamped bats are eligible. For 2019 and onward, this will be a requirement that all bats must be USA-Baseball Stamped bats.
 - 4b. All NON-USA Baseball Stamped bats must pass all of the following criteria.
 - 4c. 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'. They must have a BPF stamp of 1.15.
 - 4d. All 2-1/4 inch barrel size bats are fine, regardless of drop. They must have a BPF stamp of 1.15.
 - 4e. All woods bats up to 2-5/8 inches are permitted with no restrictions.
 - 4f. If a pitch is thrown while an illegal bat is used, that batter is called out and it is a dead ball.
 - 4g. All bat violations must be reported to the league commissioner. Teams that are continuous offenders are subject to penalty per the commissioner's discretion.
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 one of the leagues 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. Any exceptions to this rule must be approved by the league commissioner.
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. If a game is called due to darkness or due to inclement weather, it is considered a regulation game if five innings have been completed, or if the home team is winning and 4½ 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 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. There will be a 2-hour 15-minute time limit for all regular season games. No new inning can start after the 2-hour and 15-minute mark.
10. Any team that compiles a 12 run lead after 5 complete innings shall be declared the winner. If the home team is ahead or goes ahead by 12 runs after 4½ innings, the game will end due to slaughter. There is no limit to the amount of runs that can be scored in a particular inning.
11. There is no limit to the amount of runs that can be scored in a particular inning. **OPTIONAL:** During regular season games only, if both managers agree prior to the start of a game, the game can be played using a 5-run or 7-run limit per inning. The run limit would be waived in the 7th inning. During the tournament or championship games, there will be no run limit.
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. There is no penalty for batting only 7 or 8 players during regular season play. During playoff and championship games, if a team only has 8 players, the 9th player in the batting order will be considered an automatic out. If a team drops to 7 players, the 8th and 9th players in the batting order will be considered automatic outs. If a player leaves a game due to injury or an unforeseen emergency, the team shall not be penalized.
13. A continuous batting order will be used. If a team has 11 players, all 11 players will bat. If a team has 14 players, all 14 players will bat. The number of players that the opposing team has is not relevant for the purpose of this local rule.
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. This rule should be reviewed with every umpire prior to the league and is subject to the umpires discretion..
15. Runners are not permitted to slide 'head-first' into home plate. Runners that attempt to do so will be called automatically out.
16. When the catcher for the next inning is a base runner, the manager may use a substitute base runner who was the last batted out. If there are two outs and the pitcher for the next inning is a base runner, the manager may also use a substitute base runner 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 warm-up pitches.
17. 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 3 innings in any particular game. If a Double Header is played, a pitcher may only pitch a maximum of 3 innings combined during that day and they must be consecutive innings.
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 three batters in a game shall be removed as a pitcher.
21. Any pitcher relieved from pitching may not pitch again during the game, or 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.
22. 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. No player may sit consecutive innings.
23. The home team is required to supply 2 new game balls, as well as a qualified umpire. During the playoffs, all umpires must be 'patched'. For semi-final and championship games, the home team should provide 2 'patched' umpires.
24. League Standings and Tournament Seeding is done by Points. For all games, BOTH managers are required to submit a game report using the online form. A game report must include the final score, as well as your teams pitchers. You must report the game even if you were on the losing end. In order to earn full points, a team must provide a Complete and Prompt game report. Game Reports must be filed within 48-hours of the completion of the game. Points will be allocated as follows.
 - THREE Points for a Win. (2 points for the Win, 0.5 point for Complete Report and 0.5 point for a Prompt Report)
 - TWO points for a Tie. (1 points for the Tie, 0.5 point for Complete Report and 0.5 point for a Prompt Report)
 - ONE point for a Loss. (0 points for the Loss, 0.5 point for Complete Report and 0.5 point for a Prompt Report)
25. All games should be played as scheduled. If there is a conflict with a scheduled game, managers can communicate with one another to make an adjustment. If managers cannot mutually agree on the rescheduling of a game, it must be played as scheduled. If there are insufficient players, call-ups should be used. Any initially scheduled games NOT played by the conclusion of the season will go into the standings as unplayed games for both teams and no points will be awarded
26. 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 16-scheduled