



Northern Illinois All Star League (NIASL)

2023 League Rules

All players must be members of their respective in-house baseball organizations. Players may not be a player/member of any fulltime or part-time travel baseball team. Each team must maintain a final roster (maximum of 15 players) prior to playing their first league game for the season. Players may be added after the season has started.

General Rules

1. Age limits are based on the in-house rules for each organization.
2. A copy of a birth certificate should be in the possession of the manager at each game to answer any challenge to a player's eligibility. If a birth certificate cannot be produced, the player is ineligible for that game.
3. Each team must maintain a "Certificate of Insurance" by 04-01-20XX. N60 does not carry insurance for individual teams or players. It is the responsibility of each organization to maintain adequate insurance coverage.
4. Each home team must provide directions and any special instructions to visiting teams.
5. GAME TIME LIMITS: *Game time limits are subject to the home team rules. Game time limits should be discussed by managers from the home and away teams prior to the start of the game.*
6. Home teams are required to provide and compensate for at least one umpire for all games. The umpire must be an umpire approved by the home team's baseball organization and should not be a coach or family member of any player or team involved. If the only option for an umpire does not meet the above requirement, both teams must agree on an umpire for the game. If not agreed upon by both teams, the game should be rescheduled.
7. Designated home teams on the schedule are required to provide two new baseballs per game. Each game ball must be of identical type.

Game Rules

1. Games will be played in accordance with the most current published IHSA Rules in addition to the rules outlined herein.
2. Suspended games may be rescheduled by each manager and completed at a later date from the exact point of suspension, if both teams agree to reschedule the game.
3. All games started that are stopped for any reason by the umpire are considered to be suspended games unless the game has progressed to the point of being considered a complete game (i.e. 3½ innings completed with the home team ahead or 4 innings with the visiting team ahead).
4. In the event of a game being halted due to lightning or rain, a period determined by the home team's rules, but at least 20 minutes, will be given to determine if conditions can be made safe to resume and complete the game. This decision to suspend or continue is left to the attending umpire and managers from each team.
5. Mercy rule is 12 runs after three innings or 10 runs after four innings.
6. The home team is responsible for preparing the field for play prior to the start of the game.
7. Both teams are responsible for the cleanliness of the field, dugouts, and bleachers after the game.
8. Fields distances are subject to the home team's rules.

9. A continuous line-up with free substitution will be used. (Exception: Once a player has pitched and been removed from pitching, he cannot reenter the game as the pitcher.)
10. If a player arrives late, he must be placed at the bottom of the batting order.
11. When a position in the batting order is vacated by (a) a player removed from the game by the umpire or (b) becomes ill or injured and is not able to take their scheduled turn at bat, an out will only be recorded for that position in the batting order if the total number of batters for that team drops to less than nine players. In the event the injured/ill player is able to continue the game, the player may be entered back into the game only in their original position in the batting order.
12. Bunting is allowed. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out.
13. Each player will be given one warning for bat throwing (inadvertently having the bat slip out of the hands while swinging or throwing the bat after contact). A second offense is an out. Intentional throwing of a bat or a helmet is cause for the immediate ejection of the player from the game.
14. There is a mandatory slide rule. All players must slide to avoid contact.
15. Head-first slides are only allowed if going back to a base. If not going back to a base, a runner will be out for sliding head first.
16. Hurdling by a runner is strictly prohibited.
17. Runners must avoid contact at all times.
18. All batters are expected to run the bases.
19. A courtesy runner (last batted out) is mandatory for the catcher and optional for the pitcher after there are two outs only. A courtesy runner may relieve only the pitcher and catcher of record.
20. A pinch runner is allowed only in the case of injury to a player and must be the last batted out. The pinch runner must be reported to the umpire and opposing team manager.
21. Fielders cannot “fake” a tag on a runner.
22. A defensive player shall not obstruct or interfere with a runner (i.e., fake tag) or stand on a base or baseline if the defensive player does not have the ball in his possession or is actively receiving a thrown ball. If, in the judgment of the umpire, this has occurred, the base runner will be awarded the base deemed appropriate by the umpire.
23. Five warm-up pitches are allowed between innings. Ten or fewer warm-up pitches are allowed for new pitchers. In the discretion of the umpire, the number of warm-up pitches allowed will be extended if playing conditions dictate the necessity of additional warm-up time.
24. Any player coaching a base must wear a helmet. All male players must wear a protective cup. Metal spikes are not allowed in 8U-12U games. Jewelry is not allowed on players unless the jewelry is for a medical alert.
25. Only team managers may discuss a call with an umpire. All judgment calls are final.
26. Balls and strikes may not be disputed.
27. Each team's manager is responsible for the conduct of the team's fans.
28. Players may be ejected for unsportsmanlike conduct.
29. No protests of calls are allowed.
30. A team shall have no more than five coaches on the field/in the dugout at any time.

8U

1. Leadoffs are not allowed.
2. Steals are allowed at second base and third base after the pitched ball reaches the front of the plate.
3. Stolen bases may TOTAL two bases per inning per team.
4. Runners may not advance on an overthrow.
5. Balks will not be called.
6. The Dropped Third Strike Rule is not in effect.
7. No Infield Fly Rule

8. The defensive team may have no more than nine players on the field.
9. Coaches are not allowed on the field for the defensive team.
10. There is a five-run limit per team per inning except the sixth inning shall have no run limit.

9U and 10U

1. Leadoffs are not allowed.
2. Stealing home **is** permitted twice per team per inning.
3. Stealing second base and third base is unlimited.
4. There is no stealing until the ball crosses home plate. Teams will receive one warning for a runner leaving the base early and the runner will be sent back to the base occupied prior to the pitch. A second offense is an automatic out.
5. There is a five-run limit per team per inning except the sixth inning shall have no run limit.
6. Balks will not be called.
7. Dropped Third Strike Rule is not in effect.
8. The Infield Fly Rule is in effect.

11U-14U

1. Lead-offs are allowed.
2. Stealing home is permitted.
3. Balks will be called. An umpire may choose to issue one warning per pitcher.
4. The Dropped Third Strike Rule is in effect.
5. The Infield Fly Rule is in effect.

Pitching Rules for 8U Players:

1. A pitcher must be removed after hitting two batters in one inning or three batters in a game.
2. The manager may make two visits to the mound per pitcher per inning. On the third visit, the pitcher must be removed. Visits to the mound due to injury do not count toward the three-visit maximum.
3. No balks

Pitching Rules for 9U and 10U Players:

1. There will be no "quick pitch." The batter will be allowed to get set in the batter's box and the pitcher will come to a set position before he pitches the ball.
2. The manager may make one visit to the mound per pitcher per inning. On the second visit, the pitcher must be removed. Visits to the mound due to injury do not count toward the two-visit maximum.
3. No balks
4. A pitcher must be removed after hitting two batters in one inning or three batters in a game.

Pitching Rules for 11U-14U Players:

1. The manager may make one visit to the mound per pitcher per inning. On the second visit, the pitcher must be removed. Visits to the mound due to injury do not count toward the two-visit maximum.
2. Balks will be called in 11U-14U games.
3. A pitcher must be removed after hitting two batters in one inning or three batters in a game.