

## **Senior/Colt League Play Rules (Updated 2019)**

The following rules are intended to govern league play and have been approved and adopted by each of the organization participating in this joint league.

IHSA rules will be the main source or guide to govern play with the following specific exceptions:

- A. All teams will use a continuous batting order.
- B. In the event that a player is injured or has to leave the game, that spot in the order will be skipped but does not result in an out to the team at bat **except in the event of a player ejection, then that spot in the order will be an out.****
- C. All players must play in the field; no player may sit on the bench for two consecutive innings while their teams are in the field, except in the event of an injury or for player safety issues. **If this is the case, coaches must discuss with one another. If a player is caught sitting multiple innings, please bring it to the offending teams attention and rectify it in game. Failure to adhere to this rule, after it has been brought up, may result in a forfeit.**
- D. There are no pitch counts, but pitchers are limited to 4 consecutive innings per game (12 outs). This is for all players under 19 years of age.
- E. 19-year-old (as of April 30<sup>th</sup>) are eligible to play in the league and may be used on the mound for 1 inning (3 outs).
- F. 19-year-old may make up no more then 2 innings of a complete game (2 separate innings with a full three outs recorded in between appearances.)
- G. Home team rules covering time limits and other ground rules will be followed. Standard limit is 2 hrs 15 min.

### 1.00 Manager, Coach, Player, Parent, and Spectator Responsibilities

- A. Managers, coaches, players, parents, and spectators shall exhibit good sportsmanship at all times. Any action to taunt, intimidate or degrade opposing managers, coaches, players, parents or umpires will not be tolerated.
- B. Players will not throw bats, helmets, balls, or any other equipment to display anger, frustration, displeasure or pleasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.
- C. Swearing by managers, coaches, players, parents, or spectators, on and off the field, during games or practices, will be strictly prohibited. Violations during a game will result in immediate ejection.

- D. Influencing the umpires (for example, yelling "safe" or "out" before the umpire makes a call, or yelling "good pitch" before the umpire makes a call) or openly questioning or complaining about the umpire's call will not be tolerated.
- E. Arguing with umpires will not be tolerated and, if violated, managers, coaches, players, parents or spectators may be ejected and subject to disciplinary action.
- F. Dugouts and benches should be occupied by managers, coaches, and players only, except in the event that a parent is checking on the wellbeing of an injured player.
- G. Any manager who has disciplinary problems with a player must bring the matter to the attention of the applicable League President for that organization for evaluation and action. The league President shall follow the appropriate course of action as outlined by their Board.
- H. All managers and/or coaches will be responsible for their teams, including their coaches, players and parents, as outlined in the manager's agreement.
- I. **In the event that a team has a player/manager (19yo kid as coach), at least one adult, over the age of 21, should be present in the dugout. This is to ensure that if there is any sort of on field altercation, someone will be present to calm the situation (that is not directly involved in the contest)**

#### 1.01.1 Equipment

- A. A full uniform is required to play. No Jeans or shorts are permitted. No non-uniform shirt is allowed. Players shall wear team baseball caps at all times.
- B. Metal spikes will be allowed.
- C. The home team will supply three balls for each game and occupy the third base dugout.
- D. Approved BBCORE and wood bats will be allowed. The maximum bat length is 36 inches and the maximum diameter is 2 5/8 inches. A bat may not weigh, numerically, more than three units less than the length of the bat (e.g., a 34-inch-long bat cannot weigh less than 31 ounces)<sup>1</sup>.
- E. Base runners and batter are required to wear a helmet.
- F. Players on the field of play when their team is at bat, even those coaching the bases, shall wear a helmet, regardless of the player's age.

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<sup>1</sup> Before the start of a game, a manager may request that a smaller player not being able to competitively swing a -3 bat, be allowed to use a larger drop than -3. Provided the umpire will allow it, and the other team's manager agrees, that player may use a bat with more than a -3. However the bat must conform to all other BBCORE or USSSA standards currently in use.

- G. Catchers, Managers, and Coaches shall insure that all catcher equipment is in good repair before each inning.

1.02 Other Rules of Play

- A. The pinch runner rule applies when there are two outs and the catcher is on base. The player who made the last out must pinch run for the catcher. Please use this for the pitcher and catcher of the up coming inning (this is for speed up purposes).
- B. Bases are 90 feet and pitcher's mound is 60 ½ feet.
- C. Collisions – The intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible.
  - (1) When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
    - a) Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or,
    - b) Whether the runner was actually attempting to reach the base or plate, or was he attempting to dislodge the ball from the fielder.

PENALTY – If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all base runners shall return to the last base touched at the time of the interference.

Ruling 1: If the fielder blocks the path of the base runner to the base or plate, the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

Ruling 2: If the collision by the runner was flagrant, the runner shall be declared out and ejected from the game. The ball shall be declared dead.

- (2) If the defensive player blocks the base (plate) or base line without the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

Ruling 1: If the runner collides flagrantly, he shall be declared safe on the obstruction, but will be ejected from the game. The ball is dead.

Clarification

Malicious Contact: Any player who, in the judgment of the umpire, maliciously runs into another player is automatically ejected and is declared

out. The Manager should insure that players and coaches understand that malicious contact is illegal. The majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide directly to the plate, or away from the catcher, to avoid making contact with the catcher, especially when the defender is in possession of the ball. Umpires have been instructed that, if there is any intentional and excessive force or if there is any intent to injure another player, the offending player shall be ejected from the game. The malicious contact penalty will be enforced whether committed by an offensive or defensive player. Any player ejected by an umpire is automatically removed from the game and the bench.

### 1.03 Rain Outs or Other Postponed Games

When a game is rained out or must be rescheduled, the Home Team League President will reschedule the makeup game subject to field availability and both teams' schedules. The Home team will notify the Visiting team of the agreed rescheduled date and will arrange for umpires and field sets.

Failure to play on the assigned date may result in forfeiture.

- A. Suspended games are a continuation of the originally played game. The original lineup will remain, and the same rules will apply as if the original game had been played in its entirety. Late players will be added to the bottom of the batting order. The pitching rules for the suspended game are also in effect. Accordingly, a pitcher cannot pitch more than 3 consecutive innings and cannot re-enter the game. For example, if a game was suspended in the 4<sup>th</sup> inning, Pitchers appearing in innings 1-3 may not pitch in the rescheduled suspended game. The pitcher in the 4<sup>th</sup> inning may continue, but inning counts from the suspended game carry over. A suspended game can resume with eight (8) players.

### 1.04 All Play Rule - Continuous Batting Order

- A. All players present and eligible for the game shall be listed in a continuous batting order, which is in effect for the entire game. All players must bat in their position in the order, whether or not they play in the field. Each manager will submit a listed batting order, including player name and number, to the opposing team manager and patched umpire, 15 minutes prior to the start of the game. Players arriving late to the game must be placed at the end of the batting order.
- B. In the event a player is injured or has to leave the game, that player's position in the batting order will be skipped but will not constitute an out to the team. In the event of an ejection, an out will be called each time the missing player comes up in the batting order (see 1.02 A. above)

- C. All players must play in the field throughout the game. No player may sit on the bench for two consecutive innings while their teams are in the field, except in the event of an injury or for player safety issues. Violations to the All Play Rule may cause the manager or coach to be suspended. Late arriving players will play an appropriate, prorated amount of innings based on the Managers discretion.
- D. A team must have at least 8 players to field a legal team, a 15-minute grace period on the umpire's watch will be allowed before a forfeit is called. We will try to get all games played but not at the risk of causing an excess delay to the start of any other game.
- E. Once the game has started, if, due to injury, illness or ejection of a player, a team has less than 8 players remaining, that game shall end in a forfeit. Less than eight players will result in a forfeit regardless of the score or the inning.

#### 1.05 Game Rules and Time Limits

- A. Each game is seven innings unless extended due to a tie. No new inning may begin after 2hrs 15minutes.
- B. New innings are considered started immediately when the third out is made in the bottom half of an inning.
- C. A game will be official if it is called by the umpire for any reason after 4 1/2 innings (if the home team is leading), or after any part of the bottom of the 5<sup>th</sup> inning in which the home team is leading. In the event a game is called by the umpire for any reason after 5 complete innings but before the completion of an inning, the score of the game will revert back to the previous completed inning and the score at that point will become final.
- D. If a game is called before it is official, it is considered as not having occurred as far as pitching rules, substitution rules, player statistics, etc.
- E. The umpire has the sole discretion of calling a game because of weather, darkness, etc. When lightning is detected, the delay of game policies of the home team or League where the field is located will be followed. In the event of a tie game that is suspended due to weather conditions, the game is suspended and may be completed later.
- F. The mercy rule is in effect if a team is 12 runs ahead after 5 innings (4 1/2 if the leading team is the home team). That team wins the game and the game is over provided that the home team completes its turn at bat if it is the team behind in the score. After 5 complete innings, in the event that the home team goes ahead by 12 or more runs during their at bat, the game will be ended at that point and the home team will be declared the winner.

#### 1.06 Borrowing Players Rule

- A. The minimum number of players to begin a game is 8. Teams are allotted 15 minutes after the official start time to come up with 8 players, otherwise the game will result in a forfeit.
- B. It is recommended that teams reach into their lower levels (i.e., Pony Division) to borrow players for a game. If a call up is unavailable, both managers should discuss any player being borrowed (i.e. player from another team).
- C. Borrowed players are not permitted to pitch, but can play any other position.