



# **Crystal Lake Baseball NFP**

## **2018 Rules & Regulations**

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## ARTICLE I - GENERAL LEAGUE OPERATIONS

### SECTION 1 – CRYSTAL LAKE BASEBALL FIELDS (At Canterbury Yards)

All games are played at Canterbury Yards Baseball Complex (area around Canterbury Elementary School). (Exceptions to this rule are special events such as Interleague Play & the City Series where games may be played in neighboring towns)

- a) **Practicing:** Practices may be held on any of the fields except as decided by the Executive Board. Practices may be forbidden on one or more of the fields in the weeks prior to the start of the spring season because the league is working to prepare the fields for the upcoming season. The Field Director has the authority to limit practice or usage of any field at any time. Practices should be held on the recommended field listed here unless more than one team (in the same division) is present at the same time on the same field.
- b) **Recommended Field Designations:** Field 1 = In House Majors Division, Field 2 = Bulldogs, Field 3 = AAA Division, Field 4 = AA Division, Rookie Field = A Division.

### SECTION 2 – BOARD MEMBER AUTHORITY

The Board Member on Duty shall have the right to control and/or eject any person causing interference with a game at the Canterbury fields by his/her disruptive conduct. That Board Member can cause a game to be forfeited if a team does not exhibit proper control. If such a situation occurs, the Board Member shall immediately report it to the league President. Board members shall not have authority over a game which he or she is acting in the role of manager or coach, regardless of whether or not he/she is the board member on duty.

### SECTION 3 - LIGHTS

The lights on Field 1 are solely to be used for regular season games, in-house or Bulldog Tournament/Travel games, or scheduled Fall Ball games. The lights shall not be used at any other time without explicit permission from the Board. The lights shall be turned on no earlier than 7:30pm local time unless the President, Field Director or BMOD authorizes them to be turned on earlier due to darkness. Lights on three of the four light poles shall be turned off no later than 9:50pm local time, with the final light pole being turned off no later than 10:00pm. These are the times designated in the agreement between our League and the City of Crystal Lake in respecting the wishes of the surrounding neighborhoods.

## ARTICLE II – IN-HOUSE LEAGUE ORGANIZATION

### SECTION 1 – LEAGUE DIVISIONS

The league will consist of four (4) baseball divisions. Note: All references to the ages of children from henceforth in this document will refer to the “playing age” of the child, not his/her actual age.

#### Majors Division

- a) This division will consist of all eleven (11) and twelve (12) year olds.
  - 1) Ten (10) year olds are eligible to play in the Major division. They will be brought in on a case-by-case basis. Others (i.e., eleven (11) and twelve (12) year olds) may be moved to the AAA Division on a case-by-case basis. The VP of Membership shall bring these candidates to the Board for its approval prior to the year’s draft. Players will be selected by a draft process.

#### Triple A Division

- a) This division will consist of all nine (9) and ten (10) year olds.
  - 1) Eight (8) year olds are eligible to play in the AAA division. They will be brought in on a case-by-case basis. The VP of Membership shall bring candidates for the Board’s approval. Players will be selected by a draft process.

#### Double A Division

- a) This division will consist of all seven (7) and eight (8) year olds.
  - 1) Six (6) year olds are eligible to play in the AA division. They will be brought in on a case-by-case basis. The VP of Membership shall bring candidates for the Board’s approval. Players will be selected by a draft process.

#### Single A Division (Also known as “Rookies”)

- a) This division will consist of all four, (4), five (5) and six (6) year olds (Exceptions to be approved by the executive board).
  - 1) Players will be kept on teams from year to year and be placed on teams at the discretion of the VP of Membership to help balance the teams.

### SECTION 2 – PLAYERS SHORTAGES

Managers with temporary player shortages (defined as a team with less than eight (8) players to start a game) will contact any of the other managers in their division on a game-by-game basis, request an available player and gain approval to utilize their player prior to letting them play. The manager with the player shortage is responsible for obtaining any additional players necessary to start and play the game. Any team that cannot field a team of nine (9) within (15) minutes past the scheduled starting time shall forfeit the game. ***(No Allstars players may be used for player shortages)***

- a) Player shortages on AAA teams must be drawn from other AAA teams (nine (9) year olds or younger only) or from AA teams (eight (8) year olds only). Player shortages on AA teams must be drawn from other AA teams (seven (7) year olds or younger only). If members of the actual team report later in the game, the replacement player may continue to play, if he or she desires.
- b) Players shortages on Majors team: A pool of any AAA Division players who are willing to play as substitutes shall be created. The list of players will be created in a random order. Requests for substitutes will be taken from the list in the order the list is created with the next player available assigned for the specific game. A copy of the list will be maintained by both the VP Membership, VP In House & by the Commissioner of the Majors Division to ensure integrity of assignment. Requests for a substitute player should be directed to both the VP Membership and the VP In House in advance and by e-mail, if at all possible.
- c) The temporary player shall play no more innings than a regular player. The temporary player shall bat last in the lineup and stay last in the lineup regardless if the original player arrives late until the player has batted once, they then must remain at that position and play in the outfield only.
- d) In the case of Player shortages that go unresolved, both managers can agree to “borrow” up to two (2) players from the opposing team to continue play, the result of the game will count in the standings.
- e) The Board shall decide any issues as to a vacancy being temporary or permanent.

### ARTICLE III - DRAFT OPTIONS, TRANSFERS & TRYOUT RULES

- a) Three individuals comprised of three independent coaches or three Board Members not affiliated with that particular division will evaluate all players at Evaluation Day. They will rate every player according to the rating sheets provided by the league. The total rating score for each player will be taken by all three evaluators and averaged out to create a final score. These final scores will be used to determine the draft order/selection as described below.
- b) Only the Manager and 1 Assistant Coach are allowed at the draft. A manager must choose his/her assistant prior to draft or one will be assigned.
- c) The draft order will be determined by lowest total Initial roster points.
- d) Teams that have managers/coaches that have a child on their own team will be assigned the appropriate score by the evaluators to determine their place in the draft order. Managers can have as many as 1 designated Assistants prior to draft.
- e) If a manager's or designated assistants child(ren) cannot attend evaluations, the maximum score will be assigned to the child(ren) for draft order purposes.
- f) Whichever team has the lowest total points on their roster after the managers/coaches children are placed on their respective teams will select first. This process will continue throughout the draft with the lowest total always selecting next and so forth.
- g) A cap of total players per team will be made before the draft by totaling the players and dividing by the teams available.
- h) The draft will continue until all players who tried out have been assigned to teams.
- i) The players that did not attend the tryout will be evaluated by all managers. Should a sufficient group of players exist in the hat picks that the managers feel are above average in ability, every team will get one such player. A number of names equal to the number of teams will be removed from the general hat pick list and separated to create a separate pool. Each manager will draw 1 player from this "special hat pick" pool at random (such as pulling from a hat, or equally random method). The "special hat picks" will be selected after the regular draft ends.
- j) All remaining players who did not attend tryouts and were not selected in (g) above are then drawn at random for assignment to teams, beginning with the lowest total roster score.
- k) Once all drafted and hat picked players have been assigned to teams, there will be 15 minutes to allow any trades between teams. Once the 15 minutes have expired, the rosters are fixed and only late registrants may be added to rosters. Hat picks may only be traded for other hat picks.
- l) Late registrants will be added to teams continuing in the lowest roster score fashion until all rosters have up to 12 players per team. Additions beyond 12 players per team must be approved by the Board.
- m) **Teams with No Manager at the time of draft (AA, AAA and Majors Divisions):** Should a team not have a manager or coach available when the draft commences, the Vice President of In House, shall appoint an unbiased person to draft for that team.

## **ARTICLE IV – MANAGERS AND COACHES**

### **SECTION 1 – SELECTION OF TEAM MANAGERS**

Managers are to be selected for each division by the VP In House, have a completed application on file with the VP of In House and have passed a League background check and be approved by the Board. Consideration is to be given in the following priorities:

- a) Previous season Manager in the League
- b) Coach of team in the League
- c) Managing/coaching in other youth sports programs
- d) Review of references provided by the Manager candidate
- e) Ability to make the time commitment
- f) Previous support of the league
- g) Other interested parties

### **SECTION 2 – MANAGER’S COACH OPTION**

For the Majors, AAA and AA Divisions Managers may appoint a maximum of one (1) rostered coach to assist him/her with the team for the purposes of meeting the coach’s option. This coach must be selected prior to the draft. Coach’s options forms must be completed and given to the Player Agent prior to the draft. After the draft, managers in any division may appoint as many coaches as they deem necessary to help them with the team. **(Must have a completed application on file with the VP of In House and have passed a League background check)**

### **SECTION 3 - BOARD MEMBER ELIGIBILITY TO MANAGE/COACH**

Board Members may manage or coach an active team in any division while on the Board as long as it does not conflict with any rule in the Official Playing Rules and Regulations as published by the NFHS. If there is a conflict, managing a team in the league will be subject to approval of the Board of Directors.

### **SECTION 4 – MANAGER OF A TEAM**

At the In House & Stars Level, with approval by the Executive board, a person may manage both an In House team and a Stars team. At the Bulldogs Level, A person may only manage one team per season.

### **SECTION 5 – MANAGER RESPONSIBILITIES**

Any person selected to be a manager of a team has the following responsibilities:

- a) Attending all monthly general league meetings
- b) Attending all coach’s clinics sponsored by the league
- c) Conducting a meeting with all your parents to tell them about yourself and set their expectations
- d) Selecting a team parent to assist the team, (Must have an completed application on file with the VP of In House and have passed a League background check)
- e) Setting up the field before a game including putting out the bases, chalking the batter’s boxes and foul lines, and raking where necessary ensuring there are no holes in the pitcher’s mound and batter’s boxes
- f) Taking down the field after a game including putting away the bases and replacing the base plugs, including the raking and repairing the pitcher’s mound and batter’s boxes, and locking all gear in provided Knack Boxes
- g) Emptying the garbage from the dugouts and the drum garbage cans that are adjacent to your field and are at least half full after every game
- h) Picking up your equipment including your safety kit, keeping track of your equipment throughout the season, turning it all in at the end of the season, and providing a check for his or her equipment deposit

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- i) Having your team prepared for Opening Day festivities, Having your team prepared for Closing Day festivities, Having your team and parents attend Parent's Day
- j) Knowing the rules for rain outs and suspended games
- k) In the AA, AAA and Majors divisions, attending tryouts to evaluate players, Submitting a completed manager/coach's option forms
- l) Learn and understand the NFHS rules and learn and understand your Division's Rules and Regulations, Distributing uniforms to your team
- m) Have your team prepared for Picture Day
- n) Encouraging your players to attend player clinics sponsored by the league
- o) When playing the night game under the lights, closing up the bathrooms and equipment shed after the game, and helping close the concession stand and make sure the parents get to their cars safely if necessary
- p) Filling out your score sheets and pitching logs **within 24 hours after every game.**

### **SECTION 6 – REPRESENTATION AT GENERAL MEETINGS**

- a) Each team, once the manager is selected, must be represented at all monthly general league meetings for the seven months of January through July of each season. Representation may be satisfied by the manager of the team, a coach of the team, a parent of a player on the team, or some combination. The manager of any team not represented shall be subject to the following action:
  - b) First offense – Verbal Warning.
  - c) Second offense – Written Warning.
  - d) Third and additional offense – Automatic one game suspension.

### **SECTION 7 - SUSPENSION OR TERMINATION OF MANAGERS/COACHES**

The Board, by a two-thirds (2/3) vote of those present at a duly constituted board meeting, shall have the authority to discipline, suspend, or terminate any manager or coach, when the conduct of such person is considered detrimental to the best interests of the League. The person involved shall be notified of such meeting no later than 48 hours prior to the meeting by the league Secretary via email or phone call, informed of the general nature of the charges and given an opportunity to appear at the meeting to answer such charges.

## ARTICLE V – GENERAL PLAYING RULES

### SECTION 1 - RULES COVERING ALL IN-HOUSE DIVISIONS OF PLAY

a) **Regulation Game:**

- 1) **Majors, AAA & AA:** A regulation game is **six (6) innings**. **A Division:** A regulation game is **four (4) innings**.
- 2) Once a game has started, the umpire and/or board member on duty has the sole authority for calling a game related to weather, overlapping game conditions or light limitations. Field 1 has a curfew. The curfew for Field 1 is a hard stop at 10:00pm. For any game played immediately prior to a night game, no new inning may start within 15 minutes of the start time of the night game.
- 3) Weekday & Weekend games with games following will have a “Hard Stop” time limit not to exceed two (2) Hrs. No new inning may be started after one (1) hour and fifty (50) minutes of play.
- 4) There will be no time limit for weekday games or the last game of the day on weekends (Daylight/Weather permitting) except on Field 1 where a light curfew exists.
- 5) For the night game, no inning shall start after 9:45pm regardless of start time.
- 6) Both Managers and Umpires must all agree on the game’s start time and the time that the final inning must start before the beginning of every game. (See “Start of game protocol”)
- 7) The official time of the start of the next inning is verified immediately after the final out of the previous inning.
- 8) NFSA complete game rule applies after four innings. **Managers need to stay aware of time and the pace of the game.**

b) **Minimum Participation (MP):** The purpose of the minimum participation rules is to maximize the playing time of all League players.

1) **Majors Division (MP)**

- i. Each player must play at least three (3) full innings.

2) **AAA Division (MP)**

- i. Every player must play at least two innings in the front six positions (P, C, 1b, 2b, 3b, SS) in a six inning game. It is mandatory to submit a defensive lineup to the opposing coach at the start of the game. Managers are strongly encouraged to play kids at ALL positions so that they can learn.

3) **AA Division (MP)**

- i. With the exception of the pitcher, no player will play in any one position more than two (2) consecutive innings & No player will play in any one position more that two innings in one game.
- ii. Each player must be played 2 innings in the infield per game, and one in the outfield no later than the end of the 4th inning. (Catcher position is considered an infield position) It is mandatory to submit a defensive lineup to the opposing coach for the first 4 innings at the start of the game.

4) **A Division (MP)**

- i. No player will play in any one position more than two (2) consecutive innings.
- ii. Every player rotates in ALL 9 positions at every game.

5) **All Divisions (MP):** All players must sit at least one inning prior to any player sitting out his/her second inning, unless a player is injured or under disciplinary restriction; that player is allowed to sit out two or more consecutive innings.

6) **MP Penalty:** Failure to comply with the minimum participation playing rule may result in a suspension of the Manager.

c) **Batting Order:** The batting order will consist of every player on the team roster who is in uniform and in the dugout during the game. This is also known as “Roster Batting”. Late arriving players will be added to the end of the order. For the AAA and Majors Divisions, If a player choses to not bat due to injury or illness however choses to stay in the game, they may skip ONE batting rotation, however if the player choses to miss a second at bat, this will count as an out.

d) **On Deck Circle:** On Deck Circles are allowed in the Majors and Triple A Divisions. Players must use the on deck



circle directly behind the batter, no exceptions. There is NO on deck circle in Double A or Single A Divisions due to field constraints and safety. In these two (2) divisions, no player will be allowed to handle a bat until his or her turn at bat.

- e) **Slap Bunting and/or Suicide Squeeze Bunting:** *Slap bunting* or suicide squeeze bunting is NOT allowed in any Division. Slap bunting or ANY variation thereof is when a player shows bunt then pulls his bat back to regular hitting position and proceeds to hit the baseball. It is at the discretion of the umpire whether or not the batter attempted a slap bunt. The player can show bunt at any time however once a player shows bunt, he or she must follow through and bunt. This rule is enacted due the danger of this game situation. *Suicide Squeeze Bunting* is when there is a runner on 3b and the batter attempts to bunt while the runner attempts to steal home simultaneously. This play is potentially dangerous to the runner, batter and catcher whereby a collision may occur.
- f) **Home Runs:** Any ball that hits the yellow topper on a fly will be considered a home run regardless of where it lands.
- g) **Speed Pitch Warm ups (5/7 rule):** As a way to speed up the course of each game played at the levels of Majors, AAA and AA, the League has enacted a Speed Pitch Warm up rule. All pitchers are limited to a maximum of 5 pre-inning warm up pitches prior to the start of each inning with the exception of the first inning where the umpire, scorekeepers, and/or Managers may still be preparing for game play. If a pitcher is injured during the course of the game and needs to throw warm up pitches because of an arm/wrist/hand injury, the amount of those pitches is at the discretion of the game umpire. If a new pitcher is inserted into the game during any inning or between innings, he or she is allowed 7 warm up pitches.
- h) **Run Cap Maximum Per Inning**
  - 1) **Majors, AAA & AA Division:** A cap of five (5) runs shall apply to each inning played for all Majors, AAA & AA Division games. A cap of 7 runs is allowed in the declared last inning of the game. The last inning of the game will be the 6th inning or must be declared by the umpire prior to the first pitch of the declared last inning in a shortened game due to time constraint or darkness.
  - 2) **A Division (Rookies):** No score is kept in this division; therefore, there is no cap.
- i) **Pitching Rules:** The intent of our divisional pitching rules is to make sure younger players are being used as pitchers during all regular and post season games in addition to their older counterparts. Pitchers are not allowed to wear long sleeve white shirts under their uniform shirt. Non-prescription glasses or jewelry cannot be worn by a pitcher.
  - 1) **Week Defined:** A week will begin on **Sunday and End on Saturday** A game that completes at least 1 full inning counts as a game in that week. Continuation of games already started (1+ inning completed) do not count as games for the week as they were already counted when initiated.
  - 2) **Partial Innings Pitched:** We are dividing the innings into thirds (1/3). Therefore, if a pitcher is relieved after 2 outs in the 3<sup>rd</sup> inning of the first game of the week, he is recorded to have pitched 2 and 2/3 innings. He would have 4 and 1/3 innings left for that week. Another example would be if a pitcher is removed with 2 outs in the 2<sup>nd</sup> inning of a game and is replaced with a pitcher who gets the remaining 1 out; it would be recorded as 1 2/3 innings for the 1<sup>st</sup> pitcher and 1/3 innings for the 2<sup>nd</sup> pitcher. If a pitcher is in relief and does not register an out, it will not count towards any portion of that inning.
  - 3) **Pitching Logs and Score Sheets:** Pitching Logs and Score sheets must be filled out completely and immediately. At the completion of each game, opposing Managers should verify and sign each other's log as acknowledgement of their pitchers status / eligibility. The official pitching logs are maintained by each Manager, remain in his/her possession at each game and be kept up to date at all times. The log must be counter-signed by the opposing team manager to be valid. Spot checks by the Division Commissioner or the VP In House will be made throughout the season. Failure to comply will result in an immediate one game suspension. Multiple violations could result in suspension from the league. A duplicate copy of the team's pitching log is to be kept in the "Crow's Nest" above the concession stand for Managers to review in advance of an upcoming game. Both pitching logs (your copy and the copy in the crow's nest) must be filled out completely at the end of each game. \*This rule applies to ALL divisions EXCEPT the A Division (rookie) teams.
- j) **Start of Game Protocol:** Managers to arrive at least 45 mins prior to start of game for field preparation. Before the start of the game, both managers must meet with the umpire to review any questions they may have, review pitching logs and restrictions and exchange lineups. At this time, managers and the home plate umpire should agree on the official start time of the game. The official start time should be noted on both managers' score books

as well as on the umpires' time card(s). Managers will sign the umpires' time card(s) at this time.

- 1) **Manages** must submit a complete roster to the opposing manager indicating the starting lineup, substitutes and players ineligible for the following reasons:
  - i. Absent at the time of the game – a player arriving after the start of the game may or may not be used at the discretion of the manager.
  - ii. Injury
- k) **No Shows:** If any team is unable to field eight (8) players (or fewer as stated in the divisional Rules and Regulations) at the start of a game, and no later than fifteen (15) minutes after scheduled start, a forfeit win will be awarded to the opposing team. The official score in a forfeit game shall be 1-0. The rescheduling of the aforementioned game shall be at the discretion of the League's Scheduling Director or the VP of Membership.
- l) **Cancelled, Suspended, or Postponed Games:** Should a game be called due to inclement weather or darkness, it will be replayed on the next available day according to the rules for completing suspended games or weather-delayed games. (See Article VI, Section 4.) Make up games will be rescheduled in the order of their original occurrence. All scheduling of games will be executed by the Scheduling Director or with his/her approval. Individual games CANNOT be scheduled by the opposing managers without prior Scheduling Director or VP Membership approval.
- m) **Equipment:**
  - 1) All players are expected to have their own fielder's mitt and bat.
  - 2) All male players are required to wear a protective cup and supporter during practices and games. Players will be permitted to practice and play only when they are wearing proper protection.
- n) **Uniforms:** All players must be in approved League uniform in order to play.
- o) **Courtesy Runner:** is allowed. Anytime there are two outs, the team at bat may use a courtesy runner for the player who will be the catcher in the following inning to allow time for putting equipment on. The courtesy runner shall be the player who registered the last out.
- p) **Crowd Control:** Managers are responsible for keeping parents and spectators under control. Fans that become unruly (i.e., arguing with umpires, opposing teams, coaches, and fans) will be asked to leave the field. Additionally, no fan or parent can call a ball or strike. Doing so will result in an ejection from the fields.
- q) **Sportsmanship:** At the conclusion of the game, all members of both teams will shake hands. Managers and coaches are expected to provide a proper example of field leadership and sportsmanship at all times. All must agree to adhere to the league's CODE OF CONDUCT that is published by the League. Violations must be reported to the Executive Vice President.
- r) **Unsportsmanlike Conduct:** Abusive language by any manager, coach, player or parent will not be tolerated. The use of profanity or obscene gestures by managers, coaches or players will result in an automatic ejection from the game. The Board shall determine the course of action to be taken after reviewing the incident. A team manager, who withdraws his or her team from the playing field during a game for any reason will forfeit the opportunity to continue as manager of the team for the remainder of the season. A player throwing his/her equipment in disgust or anger is prohibited. An immediate ejection will be issued for any player that acts in this manner. An ejected player must remain in the dugout with managers and coaches. He or she may not leave the field before the game is ended and the manager dismisses the team. Repeated infractions must be reported to the Executive Vice-President. The penalty for multiple infractions is suspension.
- s) **Manager/Coach Field Interaction:** There is a maximum of 4 coaches allowed in the dugout. Managers and Coaches are to remain in the dugout during the game. First and third base coaches only shall be allowed on the field during play. If a Manager/Coach needs to leave the dugout for any reason (i.e., to talk to the pitcher), he should request a timeout from the umpire.
- t) **Umpire Discussions:** The Manager, or acting Manager, is the **ONLY** person to talk with umpires regarding a call or rule on the field. This should be done between innings, if possible, unless the potential for a valid rule violation/misinterpretation exists.
- u) **Disqualifications:** Any player, Manager or Coach ejected from a game is disqualified for the next game unless said participant appeals to the Board and the appeal is allowed. If a player is ejected from a game and that game does not become a game of record then the following rule will be in effect. The player will not play in the continuance or replay of that halted game from which he was ejected.

- v) **Adult Base Coaches:** It will be a team option to use two adult base coaches. These coaches may not leave the coaching box or converse with the umpires in any way unless the base coach is the Team Manager. Violation of this rule will result in the Coach being disqualified from any further participation in the game. Player base coaches are allowed. The players must wear a batting helmet when coaching a base.
- w) **Pitcher Mound Visits:** Managers and/or designated coaches (defensive) may visit the pitcher's mound each inning a maximum of two times per pitcher without penalty. If the Manager visits the pitcher's mound a third time, then the pitcher must be removed from the game and cannot return to pitch for the duration of the game. Time out must be called from the dugout and granted by the umpire prior to the Manager/Coach leaving the dugout and approaching the pitcher's mound.
- x) **Catchers Equipment Prep:** Managers should have their catchers get the gear on when their team has two outs and the catcher is not up to bat. This rule is in effect to avoid delays which can affect the outcome of the game.
- y) **Catchers Throat Guards:** All catchers at all levels must wear a throat guard attached to their catcher's helmet. The league will supply one catcher's mask with 1 throat guard. Additional throat guards will be available for purchase at the concession stand for players who have their own catcher's mask.
- z) **Coaches Warm up of Pitchers:** is allowed only prior to the start of the game. Once a game has started, only the existing catcher or a team member who is sitting during the inning may warm up the pitcher. Player performing warm up duties must wear a face mask & helmet while doing so.
  - 1) ***AA Division Only:*** The Coach is allowed to warm up the pitcher at any time before or during the game.
  - 2) ***AAA & Majors:*** If using the on field bullpen for pitcher warm ups during games, there must be a coach or helmeted player with a mitt, protecting the pitcher and facing the game.
- aa) **Awards:** Baseballs and pins will be awarded during the season for the following:
  - 1) Each over-the-fence home run
  - 2) Fly ball to outfield and if the player can advance around all bases without error
- bb) **Sponsor Names:** Teams will be referred to by the Sponsor's Name, then team name.
- cc) **Field Set Up/Take Down:** VISITING TEAM sets up the field. This shall include putting out the bases, chalking the batter's boxes and foul lines, and raking where necessary ensuring there are no holes in the pitcher's mound and batter's boxes. HOME TEAM stays to put everything away if it is the last game of the day. This shall include putting away the bases and replacing the base plugs. This also includes raking and repairing the pitcher's mound and batter's boxes. If a Home Team manager sets up the field for any reason, then the visiting team manager is responsible for closing the field. ALL Managers are responsible for emptying trash from in their dugouts and if necessary, from the drum garbage cans near their fields. This is to be done for EACH GAME and not just at the beginning and end of the day.
- dd) **Governing Rules:** The League follows the guidelines of the NFHS rules for each year. Our league Rules and Regulations take precedence over the NFHS rules in every division of play.

## SECTION 2 – MAJORS DIVISION RULES IN ADDITION TO GENERAL PLAYING RULES

### PRIMARY FIELD: FIELD 1

### FIELD DIMENSIONS - MAJORS

The Majors division consisting of 11 & 12yr olds for Crystal Lake Baseball will play on the following field dimensions:

**Base Paths:** 70 ft

**Pitching Distance:** 50ft

**Outfield Fence:** 200 ft (minimum) or no fence if necessary (field 4)

### Specific Pitching Rules in Majors:

- a) **Weekly Restrictions (Majors):** A Majors level team is typically scheduled for 3 games in a week, for a total of 18 innings, and shall have the following restrictions apply:
- 1) The team shall limit their 12 year olds pitching to no more than 12 innings per CLB calendar week.
  - 2) The team must have their 11 year olds pitch at least 2 of the FIRST 4 innings of every game in the regular season, they must also pitch 2 innings in every playoff game however it does not have to be in the first 4 innings.
  - 3) If the total number of innings played per week is reduced due to mercy rules but 3 or more games are played, the 11 year old minimum of 6 innings must still be met (i.e. Three games are each won/lost after 4 innings for a total of 12 innings played – the 6 innings of 11 year old pitch requirement must still be met that week, taking precedence over the 12 year old maximum permitted).
  - 4) If a given week has less than 3 games (i.e. scheduling, games cancelled due to weather, etc.), the 11 year old minimum restriction still applies.
  - 5) If a team is scheduled for more than 3 games in a week, 12 year old pitching will be allowed to go over the limit, but the 11 year old minimum will remain at 2 innings of the first 4 innings per game.
  - 6) 11 year olds shall include any player who has not obtained league age 12.
- b) **Maximum Innings:** The maximum number of innings a pitcher is allowed to pitch in Majors Division is 7 innings per week and 3 innings per game. Also, a pitcher may pitch in more than one game in a day (i.e double headers), but must adhere to per game and per week restrictions.
- c) **Intentional walks:** are allowed in the Majors Division. In order to keep the game moving at a faster pace, the intentional walk rule will be applied as follows: In order for a team to intentionally walk a batter, the defensive catcher, pitcher and/or Manager can request an intentional walk by verbally stating “intentional walk” to the umpire. The intentional walk must be indicated prior to the first pitch, otherwise it cannot be granted. The umpire has the final discretion on whether the intentional walk was requested properly. Only one “called” intentional walk per is team allowed per inning. The same batter may not be intentionally walked more than once per game.
- d) **Balks:** Balks are enforced at the Majors division level. During the regular and post season each pitcher is allowed one balk warning which is given by the umpire after the pitcher’s initial infraction. Once a pitcher is warned, then every balk after the initial warning will be enforced according to NFHS rules.
- e) **BALK EXCEPTION:** The following exception will occur during the first 3 weeks of each season to allow the pitchers a chance to adjust to this new and exciting rule. There will be a 3 week moratorium on all forms of balks starting at the beginning of the season running through the end of week three. Umpires will call a balk for explanation purposes only in order for pitchers to properly learn this rule. At the start of the fourth week, the full balk rules (as indicated within the NFSA Rulebook) with 1 initial warning are enforced. (Dependent upon how play progresses, the balk warning period may be extended beyond the 3<sup>rd</sup> week of the season. Timing for an extension will be communicated to both managers and umpires prior to the 4<sup>th</sup> week of the season, should this be deemed necessary)
- f) **Pickoffs:** are allowed at the Majors level at any base (1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>b</sup>) and at any time during live game play. Head first slides are not allowed and will result in an automatic out unless the runner is going back to a base Head first slides are only allowed when returning to a base you are leading off from and returning to.
- g) **Hit-By-Pitch Rule:** If a pitcher hits three (3) batters in a game, the pitcher must be relieved. The batter is awarded first base in every situation the batter is hit by a pitch. This includes the situation when the ball hits the ground and bounces before striking the batter. However, if the batter hits a ball that has bounced on the ground, the ensuing action is the same as if the batter hit the ball in flight.

**General Rules – Majors**

- a) **Bat Restrictions: ALL** bats must have a BPF (Bat Performance Factor) of 1.15 and ALL Bats must be approved by the USSSA or USA.
- 1) ALL Big Barrel bats must meet the following criteria:
    - i. Big barrel bats cannot exceed 2 3/4 diameters and ii. Have the new permanent USSSA or USA Mark on its taper OR iii. Be a Qualified BBCOR bat OR iv OR Be a Wood Bat
  - 2) ALL Small Barrel Baseball Bat Rules (2 1/4" or less) must meet the following criteria:
    - i. Have the new permanent USSSA or USA mark on its taper OR
    - ii. Have the old permanent USSSA or USA mark ("USSSA 1.15 BPF") OR (This exception expires 12/31/14)
    - iii. Be a Wood Bat
  - 3) Any bat listed on the league UNAPPROVED list cannot be used during any game. Most bats are approved except for certain full composite bats. No restrictions exist for weight/length ratio ("drop" level) for in-house games. Interleague games may have other exceptions when visiting other league's fields (local rules apply). The League (CLB) reserves the right to revise and/or remove bat usage and restrictions at any time.
- b) **Head First Slides:** Head first slides are not allowed and will result in an automatic out unless the runner is returning to a base you are leading off from and returning to.
- c) **Stealing Bases:** Runners are allowed to steal any base at any time regardless of the number of outs except during timeouts called by the umpire.
- d) **Leadoffs** by any base runner are allowed at any base at any time during the course of a game.
- e) **Infield fly rule** will be enforced.
- f) **Uncaught third strike (or dropped third) strike rule** is in effect. A dropped third strike (also referred to as an uncaught third strike) occurs when the catcher fails to cleanly catch a pitch for the third strike. A pitch is considered uncaught if the ball touches the ground before being caught, or if the ball is dropped after being caught. On an uncaught third strike with no runner on first base (or with two outs, regardless of whether there is a runner on first), the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base, and must be tagged or thrown out. Regardless of the outcome of an uncaught third strike, the pitcher is statistically credited with a strikeout. Because of the uncaught third strike rule, it is possible for a pitcher to register more than three strikeouts in an inning. Note that if, at the time of the strike three pitch, first base is occupied with fewer than two outs, the batter is automatically out and cannot become a runner. This is to prevent the defense from deliberately dropping a third strike pitch and getting a double or triple play as a result, because of the possible force play at second, third base, or home plate in this situation.

## SECTION 3 – AAA DIVISION RULES IN ADDITION TO GENERAL PLAYING RULES

### PRIMARY FIELD: FIELD 3

#### FIELD DIMENSIONS – AAA DIVISION

The AAA Division consisting of 9 & 10yr olds for Crystal Lake Baseball will play on the following field dimensions:

**Base Paths:** 65 ft

**Pitching Distance:** 46

**Outfield Fence:** 180 ft (minimum) or no fence if necessary (field 4)

- ***A safety base will be used at 1<sup>st</sup> base in our AAA Division (as of Spring 2018)***

#### Specific Pitching Rules (AAA Division):

- a) **Weekly Restrictions (AAA Division):** AAA division teams that are scheduled for 2 games in a week, for a maximum of 12 innings total, shall have the following restrictions apply:
- 1) The team shall limit their 10 year olds pitching to 10 innings per week.
  - 2) The team must have their 9 year olds pitch 2 of the FIRST 4 innings of every game in the regular season, they must pitch 2 innings of every game in the playoffs, however they do not have to be in the first 4 innings. If a 9 year old pitches and does not register an out, it will not count toward the minimum number of outs required per week.
  - 3) If the total number of innings played per week is reduced due to mercy rules but 2 or more games are played, the 9 year old minimum of 2 innings per game must still be met (i.e. two games are each won/lost after 4 innings for a total of 8 innings played – the 2 innings of 9 year old pitch requirement per game must still be met that week, taking precedence over the 10 year old maximum permitted).
  - 4) If a given week has less than 3 games (i.e. scheduling, games cancelled due to weather, etc.), the 9 year old minimum restriction still applies.
  - 5) If a team is scheduled for more than 2 games in a week, 10 year old pitching will be allowed to go over the limit, however the 9 year old minimum will remain at 2 innings per game.
  - 6) 9 year olds shall include any younger players (i.e. 8yr olds playing up) as well.
- b) **Maximum Innings:** The maximum number of innings a pitcher is allowed to pitch in the **AAA Division** is 6 innings per week and 2 innings per game.
- c) **Hit-By-Pitch Rule:** If a pitcher hits three (3) in a game, the pitcher must be relieved. The batter is awarded first base in every situation the batter is hit by a pitch. This includes the situation when the ball hits the ground and bounces before striking the batter. However, if the batter hits a ball that has bounced on the ground, the ensuing action is the same as if the batter hit the ball in flight.
- d) **Balks** are NOT enforced at this level of play.

#### Base Running

- a) **Infield control:** Infield control is established when a ball, whether batted or thrown by a defensive player into the outfield, is returned to an infielder (Positions 1-6) and is in the infielder's control on the infield. Control is defined as a ball that is securely in the hand or glove of a player. The infield will be considered the outfield grass line (Line of grass between the bases and outfield), extended to the sideline fences, and in. Once infield control has been established, it remains in effect until the next play regardless of whether the defensive player makes an overthrow or otherwise loses control. **NOTE:** On a play in which the ball never leaves the infield, if an overthrow occurs, runners may advance (at their own risk) only 1 base and the play is considered over.
- 1) Once infield control has been established, runners must stop at the next base. Runners may continue to advance to that base only if they left the previous base before infield control was established. The runner may be put out at any time that he/she is not safely at a base. A runner may be sent back to his/her previous base by an umpire if in the umpire's judgment, he/she left a base after infield control had been established.

- b) **Base Stealing:** Base stealing is allowed of 2<sup>nd</sup> and 3<sup>rd</sup> base at any time during the course of the game. Stealing Home is limited to 2 successful stolen home bases per inning. Any additional stealing of home beyond 2 per inning will result in the runner being sent back to 3<sup>rd</sup> base.
- c) **Uncaught third strike (or dropped third) strike rule** is NOT enforced at this division level.
- d) **Delayed Steals:** No delayed steals. A runner may not steal while the ball is being returned to the pitcher by the catcher.
- e) **Pick off throw:** If a pickoff throw from a catcher is made towards 1b, 2b, or 3b after the pitch was made and crosses the plate and the ball is overthrown, the runner may **NOT** advance.
- f) **Attempt to Steal:** If a runner attempts to steal, 2b, or 3b after the pitch was made and crosses the plate and the ball is overthrown, the runner may NOT advance past the original base attempted.
- g) **Leadoffs:** Leadoffs are not allowed at this level. The runners must stay on their bases until the pitch crosses the plate.
- h) **Head First Slides:** Head first slides are not allowed and will result in an automatic out unless the runner is returning to a base you are leading off from and returning to.

**General Guidelines/Rules (AAA Division)**

- a) **Bat Restrictions: ALL** bats must have a BPF (Bat Performance Factor) of 1.15 and **ALL** Bats must be approved by the USSSA or USA.
  - 1) ALL Big Barrel bats must meet the following criteria:
    - i. Big barrel bats cannot exceed 2 3/4 diameters and ii. Have the new permanent USSSA or USA Mark on its taper OR iii. Be a Qualified BBCOR bat OR iv OR Be a Wood Bat
  - 2) ALL Small Barrel Baseball Bat Rules (2 1/4" or less) must meet the following criteria:
    - i. Have the new permanent USSSA or USA mark on its taper OR
    - ii. Have the old permanent USSSA or USA mark ("USSSA 1.15 BPF") OR (This exception expires 12/31/14)
    - iii. Be a Wood Bat
  - 3) Any bat listed on the league UNAPPROVED list cannot be used during any game. Most bats are approved except for certain full composite bats. No restrictions exist for weight/length ratio ("drop" level) for in-house games. Interleague games may have other exceptions when visiting other league's fields (local rules apply). The League (CLB) reserves the right to revise and/or remove bat usage and restrictions at any time.
- b) **Infield Fly Rule:** There is no infield fly rule enforced.
- c) **Bunting:** Bunting is allowed and should be practiced and executed.
- d) **Bounced Pitches:** Pitches that bounce before crossing the plate (in or out of the strike zone) are considered balls. Unless the batter swings the bat and misses, then it is a strike call, However, if the batter hits a ball that has bounced on the ground, the ensuing action is the same as if the batter hit the ball in flight.

## SECTION 4 – AA DIVISION RULES IN ADDITION TO GENERAL PLAYING RULES

### PRIMARY FIELD: FIELD 4

### FIELD DIMENSIONS – AA DIVISION

The AA Division consisting of 7 & 8yr olds for Crystal Lake Baseball will play on the following field dimensions:

**Base Paths:** 60 ft

**Pitching Distance:** 42

**Outfield Fence:** 180 ft (minimum) or no fence if necessary (field 4)

- ***A safety base will be used at 1st base in our AA Division (as of Spring 2018)***

### Specific Pitching Rules (AA Division)

- Pitching Maximums:** A player may pitch a maximum of two (2) innings in a game, 5 innings per week.
- Hit-By-Pitch Rule:** If a pitcher hits three (3) batters in a game, the pitcher must be relieved. The batter is awarded first base in every situation the batter is hit by a pitch. This includes the situation when the ball hits the ground and bounces before striking the batter. However, if the batter hits a ball that has bounced on the ground, the ensuing action is the same as if the batter hit the ball in flight.
- Extended Strike Zone:** An extended strike zone is given to encourage hitting. This strike zone consists of two balls inside or out of the plate and from the top of the shoulders to the knees of the batter.
- Bounced Pitches:** Pitches that bounce before crossing the plate (in or out of the strike zone) are considered balls. Unless the batter swings the bat and misses, then it is a strike call.

### Coach Pitching Rules (AA Division)

- After ball four (4), a designated coach will go out to the mound and throw three (3) pitches to the batter.
  - When a coach is pitching, if on the third pitch, the batter hits a foul ball that is not caught by a fielder before it touches the ground, the batter will get one additional pitch. The batter will continue to get one additional pitch as long as he/she continues to hit a foul ball that is not caught by a fielder before it touches the ground.
  - If there is a third pitch, the umpire shall prepare to make a ball or strike call. If the batter does not swing and the pitch is called a strike, the batter is out. If the pitch is called a ball, the batter remains for another pitch.
  - Once an outcome occurs that is something other than a batted foul fly that is not caught by a fielder before it touches the ground, the at bat shall end.
  - The batter will be out if he or she fails to hit one (1) of the three (3) pitches into fair territory subject to the prior rule.
  - After the ball is hit into play, the coach must avoid making contact with the ball or interfering with any fielder. The coach is to remain on the mound (still) until the play is completed. If the ball hits the coach, a dead ball is called and the batter is thrown another pitch.
  - Coaches may pitch on or behind the pitching rubber, **not in front of the rubber**. Coaches may also choose to either stand or kneel with one knee on the pitching rubber (kneeling is encouraged). The coach must maintain contact with the pitching rubber. The Pitcher's placement when the coach is pitching will be left or right, next to the coach. One foot must be on the pitcher's mound dirt.
  - Maximum bases are allowed on all pitches that are hit in the field of play.

### Base Running (AA Division)

- Infield control:** Infield control is established when a ball, whether batted or thrown by a defensive player is **held by or** returned to an infielder (Positions 1-6) and is in the infielder's control, with two feet on the infield. Control is defined as a ball that is securely in the hand or glove of a player. The infield will be considered the outfield grass line (Line of grass between the bases and outfield), extended to the sideline fences, and in. Once infield control has been established, it remains in effect until the next play regardless of whether the defensive player makes an overthrow or otherwise loses control.
- Once infield control has been established, runners must stop at the next base. Runners may continue to advance to the next base only if they left the previous base **& are half way to the next base** before infield control was established. The runner may be put out at any time that he/she is not safely at a base. A runner may be sent back to his/her previous base by an umpire, if in the umpire's judgment; he/she left a



base after infield control had been established **or they believe the runner was not half way to the next base.**

- c) The umpire has the final say on infielder control.
- d) **Overthrows:** An overthrow occurs when:
  - 1) The ball travels beyond or past the original fielder and back-up fielder(s).
  - 2) The ball travels past the infield perimeter arc and no fielder is in the back-up position.
  - 3) An outfielder standing at normal depth is not considered to be in back-up position.
  - 4) Runners are allowed to take only one (1) base on any overthrow, even if the runner is played on. However, the runner can be thrown out attempting to advance if an overthrow occurs in an attempt to make a double play.
- e) **Leadoffs:** Leadoffs are not allowed at this level due to field size. The runners must stay on their bases until the pitch crosses the plate.
- f) **Base Stealing:** Runners are allowed to steal second base only after there are two outs in the inning. There is no stealing of 3b or home at this level. Additionally, no runner may steal 2b when the Coach is pitching.
- g) **Head First Slides:** Head first slides are not allowed and will result in an automatic out unless the runner is returning to a base you are leading off from and returning to.

**General Guidelines/Rules (AA Division)**

- a) **Bat Restrictions:** Any bat listed on the league UNAPPROVED list cannot be used during any game. Most brand bats are approved except for certain full composite bats.
  - 1) It is Highly recommended that kids this age do not use Big Barrel bats, however if you do choose to use one, it must follow the same criteria as detailed in section 3 General Guidelines/Rules (AAA Division) Bat Restrictions.
  - 2) ALL Big Barrel bats must meet the following criteria:
    - i. Big barrel bats cannot exceed 2 3/4 diameters and ii. Have the new permanent USSSA or USA Mark on its taper OR iii. Be a Qualified BBCOR bat OR iv OR Be a Wood Bat
  - 3) ALL Small Barrel Baseball Bat Rules (2¼" or less) must meet the following criteria:
    - i. Have the new permanent USSSA or USA mark on its taper OR
    - ii. Have the old permanent USSSA or USA mark ("USSSA 1.15 BPF") OR (This exception expires 12/31/14)
    - iii. Be a Wood Bat
  - 4) Any bat listed on the league UNAPPROVED list cannot be used during any game. Most bats are approved except for certain full composite bats. No restrictions exist for weight/length ratio ("drop" level) for in-house games. Interleague games may have other exceptions when visiting other league's fields (local rules apply). The League (CLB) reserves the right to revise and/or remove bat usage and restrictions at any time.
- b) **Infield Positioning:** No infielder may be positioned closer to home plate than the pitcher.
- c) **Bunting:** Bunting is allowed and should be practiced and executed. **No Manager will be allowed to stand in the outfield during any inning while the game is in progress.**

## SECTION 5 – “A” (ROOKIE) DIVISION RULES IN ADDITION TO GENERAL PLAYING RULES

### PRIMARY FIELD: ROOKIE

### FIELD DIMENSIONS – A DIVISION

The A Division consisting of 4 - 6yr olds for Crystal Lake Baseball will play on the following field dimensions:

**Base Paths:** 50 ft.

**Pitching Distance:** 40ft

**Outfield Fence:** No fence on Rookie Field.

### General Guidelines (A Division)

- a) **Objective:** A Division (formerly known as Rookie) is an instructional coach pitch division for children, ages 4, 5 and 6 years old. As the beginning division of play in our program, our goal is to provide an enjoyable early baseball playing experience for all participants. Although coaches are encouraged to teach basic skills development, what is most important is that they enthusiastically teach players to enjoy the sport of baseball. Emphasis is placed on developing team play, team spirit, sportsmanship, and appreciation for the basic principles of the game. No scores are kept at this level.
- b) **Competition:**
  - 1) The coach pitch division is an instructional level of baseball. Normal baseball rules are modified to enhance the instructional opportunities for the players involved.
  - 2) There will be no score kept, no division standings, or team won and lost records compiled. Teams will not participate in any post-season championship tournament.
- c) **ALL STAR GAME:** ALL individual “A” division players will be able to participate in a season ending All Star Game which will be played at night under the lights on our Premium Field #1. All Star game is scheduled at the end of the regular season weather permitting and when Field 1 is available. Multiple All Star games are scheduled to accommodate all “A” division players. All pitches must be thrown overhand.
- d) **Eligibility:** Children of league age must be 4 by May 1 of the current year. Four through six year olds are eligible to register and participate.
- e) **Safety Ball:** A safety ball, with a soft-core center will be used for all practices and games. The league will provide each team with a sufficient supply of balls for the season.
- f) **Coaches:** Each team may have one (1) manager and as many as three (3) coaches on the field to assist the players. Other than the manager and coaches, no other adults are allowed to be in the dugout or on the playing field.
- g) **Offensive Coaching Assignments** for the batting team are as follows: (Min 3, Pitching, Batting & Dugout)
  - 1) **Pitching Coach:** Delivers overhand pitches to the batter. The coach may choose to either stand or kneel with one knee on the pitching rubber. During a player's at bat, only the pitching coach is permitted to offer simple instruction and guidance to the hitter. Once a pitch is hit, the pitching coach may not speak to the base runner. Instructing and directing the base runner(s) is the sole responsibility of the base coaches. If the batter has a hard time hitting the pitches from the Coach, then a tee is provided and the batter hits off the tee.
  - 2) **Batting Coach:** Is the dugout coach who assists each batter in preparation for an at bat. The batting coach will: Help the on-deck hitter to select the appropriate bat and helmet, making sure that the helmet fits safely and securely on the player's head and assist the batter to set up in the batter's box.
  - 3) **Backstop Coach:** Helps prepare batter and retrieves un-hit balls from the backstop area and collects them in a bucket. Also, pitches that are successfully caught by the catcher are to be tossed by the catcher to the backstop coach.
  - 4) **Base Coaches:** Direct the base runners from the coach's boxes at first and third base. Base coaches must remain inside the coach's boxes.
- h) **Defensive Coaching Assignments** for the fielding team are as follows:
  - 1) **Infield / Outfield Coach:** Walks through the in/outfield area to position, encourage, and instruct the outfielders. Any instruction that is provided must be simple and brief causing no delay of play. (Minimum two coaches)

i) **Umpires**

- 1) **First base umpire** will be the first base coach. **Second base umpire** will be the outfield coach.
- 2) **Third base umpire** will be the third base coach. **Home plate umpire** will be the backstop coach.

j) **Incomplete Games:** When a game is begun and then is ended prematurely due to weather conditions or curfew, the game is considered completed and will not be continued or replayed.

k) **Field of Play:** Defensively, all teams will use a standard four (4) player infield and an umbrella outfield of four (4) players. Normal defensive lineup is ten (10) positions. The positions are: 1B, 2B, 3B, SS, LF, LCF, RCF, RF, P, C

l) **Player Shortage:** Each team must have six (6) players to begin a game. When a player shortage occurs, the pitcher and catcher positions are the best positions to eliminate.

m) **Hit-By-Pitch:** Since the Coach pitches in this division, there is no hit-by-pitch rule.

n) **Dugout Supervision:** At least one supervising adult is required in the dugout at all times.

o) **End of Game Protocol:** At the end of the game, the home team must return all the bases, pitching rubber, and field equipment to storage. Both teams must clean their respective dugout areas. The visiting team is also responsible to pick up all the litter around the playing field.

p) **Playing Rules:** Except as otherwise noted, the A Division rules are included within this section.

q) **Defense-Fielding:**

- 1) The catcher must wear the complete set of catcher's equipment. A catcher's mitt or a fielder's glove may be worn. The catcher is expected to assume a normal squat behind home plate and attempt to catch each pitch. The catcher will toss pitches that are successfully caught or blocked to the backstop coach. The backstop coach will retrieve pitches that are not caught. In order to eliminate delays, the catcher should be instructed to stay inside the catcher's box and remain ready for the delivery of each pitch.
- 2) The pitcher stands on the pitching mound in a ready fielding position. The pitcher may move to any part of the circle to stand in a ready position, but the movement must occur between pitches. Moving during the pitch may distract the batter or the pitching coach and increase the risk of injury. Until the batter hits the ball, the pitcher must remain with one foot inside the circle.
- 3) No infielder may be positioned closer to home plate than the pitcher.
- 4) Outfielders must be positioned outside the arc that marks the infield perimeter. No outfielder may assume a starting position inside the infield arc.
- 5) After a ball is hit into play, the pitching coach must avoid making contact with the ball or interfering with any fielder. If the ball does accidentally strike the coach, there is no penalty. The ball is ruled dead at that point.
- 6) Where no outfield fence exists, any ball hit to the outfield remains in play as long as the outfielder's pursuit of the ball is not impeded by any object or change in the playing surface, e.g., playground equipment or a parking lot.

r) **Offensive-Batting**

- 1) Each batter is entitled to receive five (5) pitches during one turn at bat. Batters will be encouraged to swing at pitches. When a batter takes a pitch, the pitching coach will indicate whether the pitch was a ball or a strike. A batting tee will be used after the 5th pitch.
- 2) No batter may be issued a walk.
- 3) No batter who is hit by a pitch will be awarded first base. The pitch is considered a dead ball.
- 4) No bunting is allowed. If a batter deliberately bunts a ball, the ball is dead.
- 5) When the batter hits the pitch into fair territory and beyond the ten-foot arc in front of home base, the ball is considered playable. A ball that remains inside the arc is considered a foul ball.
- 6) A batted ball that strikes the pitching coach is dead. The pitch does not count, and the batter will resume the at-bat.
- 7) No player is permitted to bat out of order. A team's time at bat is ended when all of the players on the

team have batted.

s) **Offensive Base Running**

- 1) No leadoffs are permitted. Base runners may not leave their bases until the ball has been hit.
- 2) In the event that a runner does leave a base early and is put out by the defense, the runner is out. c. No stealing is permitted.
- 3) It is the base runner's responsibility to avoid contact with a fielder who is attempting to play the ball. If contact is made, and the fielder is in the act of catching or throwing the ball, interference has occurred. The runner is out and the defense earns a put out.
- 4) When a tag play occurs at a base, the base runner must seek to avoid a collision with the baseman. Sliding into the base is the recommended action. If the base runner makes unnecessary contact disrupting the fielder, the runner is out. The defense is credited with a put out.
- 5) No base runner may advance more than one base unless the ball lands in the outfield on a fly ball and then the runner may advance one (1) base.
- 6) No base runner is allowed to advance after a fly ball is caught or on an overthrow.
- 7) A runner caught off base after a fly ball put-out will not be permitted to advance if an overthrow is made in attempt to make a double play.
- 8) The last batter of the inning can run around all the bases.
- 9) Runners must halt their advance, and play is stopped when:
  - 10) An infielder has control of the ball and seeks no further play on the runner(s), who is either not pursuing a base or is not past the halfway baseline marker.
  - 11) The pitcher has the ball with both feet inside the pitching circle.
  - 12) Runners who are between bases when play is stopped must:
    - 13) Return to the passed base if the runner has yet to progress past the halfway marker (the sole exception is the force play situation where the runner must seek advancement to the next base).
    - 14) May seek to advance at his or her own risk to the next base only when the runner's progress is already past the halfway marker. If more than one runner is on base, the runner's opportunity to advance only applies to the runner(s) who are beyond the halfway marker.

***Disputes arising from an interpretation of rules should be resolved quickly and amicably by the participating coaches. No protests of any kind are permitted.***

## **ARTICLE VI - WEATHER AND CANCELLED OR SUSPENDED GAMES**

### **SECTION 1- TORNADO WATCH**

A tornado watch is when conditions are such that there is a possibility that tornadoes may develop. Games and practices may continue as long as skies appear clear and umpires, managers and coaches agree that there is no apparent danger in conditions. Umpires, Managers and Coaches should be alert to changes in conditions. Parents should be prepared to come and get their children.

### **SECTION 2 – TORNADO WARNING**

A tornado warning is when tornadoes have been sighted in the vicinity. All games and practices will be halted immediately. Parents should come and get their children if threatening conditions are not yet present. Managers and Coaches should take children to place of safety if weather is threatening. Managers will call parents in this case.

### **SECTION 3 – THUNDERSTORMS AND/OR RAIN**

All games and practices will be halted immediately and no game shall be allowed to start when lightning is visible from the play area. Players, Managers, Coaches, Parents, and everyone shall immediately take cover in their cars. Do not attempt to clean up the bases, rake the fields, or loiter about at or near the concession stand. Canceling of a game prior to it starting, or delaying the start of play shall be determined by the Field Director or Executive Board Member. The Field Director shall be responsible for posting the red flag to the flagpole to inform players and parents the games have been canceled.

### **SECTION 4 - COMPLETION OF SUSPENDED OR WEATHER-DELAYED GAMES**

All games suspended due to weather or darkness or injury or for whatever reason shall be continued on the same schedule as any postponed games due to weather. The Field Director or BMOD shall raise the red flag when games are canceled. Any game normally scheduled to be played on a Monday, Tuesday, Wednesday, or Thursday will be made up on the Friday immediately following in order of cancellation. Any game normally scheduled to be played on Saturday will be made up on the Sunday immediately following in order of cancellation. If there is not enough time on the Friday or Sunday to complete all canceled/rescheduled games, or there is inclement weather or poor field conditions on those days, the games will be rescheduled at the discretion of the Scheduling Director. The Board Member who does the scheduling shall be the only person to decide when and where an official make-up game shall be played.

### **SECTION 5 – FIELD CONDITIONS**

The Field Manager and/or the BMOD shall have the sole responsibility of canceling games due to inclement weather, poor field conditions, or darkness prior to any games commencing or completing. Once a game starts, the umpire shall have sole responsibility for halting a game due to inclement weather, poor field conditions or darkness.

## **ARTICLE VII – POST SEASON DIVISIONAL & AREA TOURNAMENTS**

**Tournaments:** The in house Majors, AAA and AA divisions shall have a post-season tournament each year.

### **SECTION 1 - PARTICIPATION**

League participation in any outside Tournaments will be decided on a year-by-year basis and performed by the League's Tournament Director.

### **SECTION 2 – BRACKETS**

The brackets shall be decided on an annual basis. The Divisional Commissioners for these three divisions shall be charged with determining the brackets and working with all the necessary league personnel (including but not limited to Managers, VP Membership, and Umpire Director) to schedule the games.

### **SECTION 3 – SEASON RULES**

Rules application during the regular season will apply to the post-season division in-house tournament games played within our league including pitching rules.

### **SECTION 4 – TIE BREAKER RULES**

In the event of a tie for first or second place in the Major or AAA divisions, the selected team will be chosen as follows:

- a) Of the two or more teams that are tied, the team that defeated the other team(s) a majority of times during the regular season will be selected.
- b) If the two or more teams that are tied played each other an even number of times during the regular season and all teams won an equal number of games, then the team with the fewest runs against during the regular season will be selected.
- c) If the two or more teams that are tied had exactly the same number of runs against during the regular season, a coin toss or some other process just as random shall be used to determine the team selected.

## ARTICLE VIII – BULLDOG TRAVEL & STARS PROGRAMS

### SECTION 1 – ABOUT THE STARS

**Objective:** The Crystal Lake STARS is a program sponsored by the League that provides elite tournament teams at the 8U, 9U, 10U, 11U and 12U age levels. The STARS players are chosen by tryouts and practice together to prepare for 2 local tournaments and games against local travel or tournament organizations. STARS players will also be drafted onto in-house teams and participate during the regular in-house season.

- a) The STARS Tournament Program will consist of 5 age levels of play. Those age levels are: 8u, 9u, 10u, 11u, and 12u. All players who are registered for the League in-house program during the next season are eligible for this program. All players must try-out and be selected by a combination of independent evaluators and the STARS Managers to play in this program. Players who do not make this program will still be drafted onto in-house teams during the regular season draft. The STARS are selected from a tryout and chosen by the STARS team manager.
  - 1) STARS players are evaluated on hitting, pitching, fielding, throwing and speed. The scale is from 1-5 at each level. All STARS players are required to play in-house **first** and then STARS tournament games in that order.
  - 2) STARS teams are limited to **12** players per team. There is no limit to number of STARS teams within an age group if the team can field a minimum of **10** players and an experienced, Board approved Manager.
  - 3) STARS Managers are selected by a Board interview process. The process consists of supplying the Board a list of at least 3 or more coaching references prior to the interview. Those references are then checked by the VP of Bulldogs of the age group applied for (i.e. 8u team would be AA Division) for the Board to review. Managers are required to present themselves verbally to the Board via a 5 minute speech on why they feel they were qualified to be a STARS Manager. Question and answer session follows before voting commences.
- b) The Board has the right to approve any additional STARS teams as necessary.

### SECTION 2 – BULLDOG TRAVEL & STARS MANAGERS

Bulldog & STARS team managers shall be selected by a simple majority vote of the Board. The vote must be taken with at least two thirds of the Board members present. Notice of such meeting shall be given at least ten (10) calendar days prior to the meeting to all board members and all candidates. Candidates shall submit their names no later than fourteen (14) calendar days prior to this meeting. The Board shall set the date and time of the meeting on an annual basis.

### SECTION 3 – BULLDOG TRAVEL & STARS FEES

The League reserves the right to set all Bulldogs & STARS registration fees prior to each calendar season. The STARS fee for 2018 is \$325.00 which includes **the STARS** uniform, tournament entry fees and indoor facility rental (This fee does not include in-house registration). The fee for Bulldogs Travel for 2018 is \$1400 **which includes the Bulldogs uniforms, tournament entry fees and indoor facility rental.**

### SECTION 4 – BULLDOG TRAVEL TEAM TOURNAMENTS

All Bulldog Tournaments are scheduled by the Tournament Director prior to the start of each baseball season. Each age level is limited to 5 tournaments per year. 11u level teams who decide to participate in the MCYSA/Nations Baseball Summer International Championships are limited to 4 tournaments per year which includes this major international tournament.

### SECTION 5 – BULLDOG TRAVEL LEAGUE PLAY

ALL Bulldogs teams are required to join the McHenry County Baseball League (MCBL) and follow the rules of this league. If a Bulldogs team chooses to not to participate in the MCBL, ALL of the following stipulations must be met:

- a) An approved game schedule must be created and booked which replaces the amount of games lost from playing in the MCBL; this schedule must be approved by the Executive Board.
- b) The Coaching staff must inform every team parent of their decision not to participate in the MCBL.
- c) The Coaching staff must receive unanimous approval by **ALL** of it's player's parents to deviate from the

MCBL in writing by petition format.

- 1) Said changes must be submitted to the CLB Executive Board for approval prior to participation in the MCBL and approved by the CLB Executive Board.



## ARTICLE IX –FALL BASEBALL PROGRAM

### SECTION 1 – FALL BALL COMMITTEE

The Board shall choose three to five voting-eligible board members of their choice to assist the Fall Ball Director with the operations of the Fall league. This committee shall be charged with organizing the Fall league. They shall mail registrations, collect registration fees and track players, select teams, schedule umpires, order uniforms, and recruit managers and provide them with the rules of Fall Ball. All rules shall be determined and approved by the Board. The rules of the fall league shall be treated as another set of Rules and Regulations.

### SECTION 2 – FALL BALL LEAGUE RULES

**General Guidelines/Philosophy:** The Fall League is an instructional/recreational league. Emphasis should be placed upon equal player participation and FUN! The teams will be drafted to maintain continuity throughout the league.

- a) No player shall sit out two consecutive innings in a game.
- b) No player shall sit out more than two innings total in a game (unless requested by player).
- c) AA division, Coaches may interrupt play without penalty to instruct a player in the field or at bat.
- d) Every player must play at least one inning at one of the front six positions (Pitcher, Catcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, 3<sup>rd</sup> Base, or Shortstop) each game as long as his or her safety is not compromised.

#### **Special Fall League Rules:**

- a) 10-11 Year Old Division (Next year's 11 and 12-yr-olds) shall play under the League's Majors Rules and Regulations with the following exceptions:
  - 1) There will be a maximum 2 innings pitching for a single pitcher per DAY. There will be a minimum 2 innings of pitching for 11 year olds per game.
  - 2) (Exception: On days where a team is scheduled to play a double-header, each pitcher may pitch a maximum of 3 innings in one game of the double-header or a combination of innings in both games with the total innings not to exceed 3 for both games)
- b) 8-9 Year Old Division (Next year's 9 & 10 year-olds) shall play under the League's AAA Rules with the following exceptions:
  - 1) A hard ball will be used.
  - 2) There will be a maximum of 2 innings pitching for a single pitcher per DAY
  - 3) There will be a minimum 2 innings of pitching for 9 year olds per game.
- c) 6-7 Year Old Division (Next year's 7 and 8-yr-olds) shall play by the same rules as the AA Division with the following exceptions: AA Division safety ball will be used No bunting will be allowed.
- d) All Divisions:
  - 1) No inning will start after 1 hr. and 50 minutes
  - 2) No standings will be kept; therefore, a tie would be the final result. No extra innings shall be played.
  - 3) A courtesy runner for the catcher may be used at any time so he/she may get the equipment on. The courtesy runner shall be the player who made last batted out or a player not in the lineup.
  - 4) The managers and coaches will work together with the umpires to keep the games moving.

**ARTICLE X – AMENDMENTS**

These league Rules and Regulations may be amended, repealed or altered in whole or in part by a majority vote at any duly constituted Board of Directors meeting provided notice of the proposed change is included in the notice of such meeting. Any voting eligible Executive Board member may propose changes.

**These League Rules and Regulations were approved by the Executive Board of Directors of Crystal Lake Baseball NFP at their regularly scheduled meeting on this 10<sup>th</sup> day of April, 2017, in the City of Crystal Lake, County of McHenry, and State of Illinois.**

**CRYSTAL LAKE BASEBALL NFP,**

**By: The Executive Board of Directors**

**By: \_\_\_\_\_  
Nathan Werksman, President**