

GYB FALL BALL RULES 2017

General Rules

- 1.** Teams must submit a roster online before their first game. No roster shall have more than 15 players. No player may be added after the first game without consulting the league director. Please have enough players on your roster to avoid any forfeits. In the event a manager believes he will not have nine registered players available for a game, he may roster player(s) from the next lower age (e.g. 12 year old team calls up from 11 year old team etc.)
- 2.** Team insurance must be on file with Fall Ball Director prior to playing. Please e-mail proof of insurance to: gybfallball@gmail.com. Your policy must list as additionally insured Glenview Youth Baseball, PO Box 337, Glenview, Illinois, 60025, The Glenview Park District, 1930 Prairie Street, Glenview, Illinois, 60025, and Glenview Public School District 34, 1401 Greenwood, Glenview, Illinois, 60025.
- 3.** GYB uses the birth date range as specified by Little League and USSSA. If your team is formed using another birth date range, please consult the tournament director and each case will be reviewed on its own merits. If a player is in the same grade as the majority of the players, he will most likely be eligible.
- 4.** Birth certificates are not needed. Glenview Youth Baseball will assume age compliance and will trust the coaches and their integrity. If you feel there has been an injustice made, please see the tournament director.
- 5.** Glenview Youth Baseball often plays when other parks do not. Please check **The GYB Website** (www.glenviewyouthbaseball.com) on questionable weather days.
- 6.** No more than 3 coaches and one scorekeeper on the bench, please.
- 7.** Late arriving players should be placed at the bottom of the batting order.
- 8.** One IHSA patched umpire will be provided for all pool play games.
- 9.** There will be 2 new game balls for each game.
- 10.** Eight-player minimum is required to avoid a forfeit.
- 11.** Games postponed/canceled due to inclement weather will be made up if time and field availability allow. Refund Policy – no games played = \$100 withheld, refund the remainder; one game played = 80% refund; 2 games played = 70% refund; 3 games played = 60% refund; 4 games played = 50%; 5 games played or more = no refund. GYB uses Sundays as the most common day for make-up games due to inclement weather.
- 12.** Games will generally be played on Saturdays although some games may be played on Fridays and Sundays depending on field availability or other scheduling issues, which shall be at the sole discretion of GYB. Any cancelled Saturday games will be rescheduled for Sunday at the same time and field, and if a team cannot play on Sunday when a game is rescheduled, it will be the responsibility of the coaches to reschedule with each other. If any team cannot play a Saturday scheduled game, it is the responsibility of that coach to reschedule the game with the other coach. In such a case, GYB will arrange, if needed, for an umpire for such rescheduled

games and will attempt to help arrange a field in Glenview if available. A forfeit with a score of 7-0 will result if a team is unable to play when a game is scheduled unless approved by GYB. If a Saturday game rescheduled to Sunday due to inclement weather is unable to be rescheduled, a tie will result with a score of 7-7.

13. Teams should fill first and third base dugouts on a first come, first served basis, irrespective of home and away designation. If a team has back to back games on the same field, they should always remain in the same dugout, to avoid the extra time involved in moving bags, etc.

14. Managers must report scores immediately following games. This can be done both from the website via your team page or from the mobile SportEngine app.

15. Teams must bat the entire roster continuously and free defensive substitutions are allowed to encourage maximum participation.

16. If a player is injured and cannot bat, his spot will be skipped without penalty. If a player is ejected for bad sportsmanship, his vacant spot in the batting order will be an automatic out.

17. Courtesy runners will be allowed for catchers, pitchers, and injured players. The last out, not the last **BATTED** out, will be the courtesy runner. Courtesy runners for catchers are mandatory with two outs and optional with less than two outs.

18. Home team will keep the official scorebook. The visiting team should check the score after each half inning for accuracy.

19. Batters who show bunt **MUST** bunt or take the pitch. The batter may not swing at the pitch. If the batter fakes a bunt and swings at the pitch, they will be called out immediately, ejected from the game, and his spot in the batting order will be an automatic out.

20. Defensive players cannot fake tag. One warning per team will be given. After that, any further fake tags will be automatic ejections and the vacant spot in the order is an automatic out.

21. Batters, on-deck batters, base runners, and warm-up catchers **MUST** wear helmets. If a player coaches a base, he must wear a helmet also. On-deck batters must stand behind the current batter to avoid a potential foul ball injury.

22. Only questions about **RULES** may be questioned. All judgment calls are final and non-negotiable.

23. If there is an ejection, it will be reviewed by the tournament director for any disciplinary action, if any. For a second ejection, an automatic one game suspension will be served.

24. Managers are responsible for the conduct of all players, coaches, parents, and fans.

25. All teams will be asked to clean up their dugout and bleacher areas after the game.

26. Players throwing their bat after swinging will be given one warning. On the second and all subsequent occurrences, the player shall be called out.

27. Players who throw tantrums and toss any equipment in a dangerous manner will be ejected. Swearing will not be tolerated either.

28. Positive vocal support for your team is encouraged. Please do not vocalize anything negative or anything directed at your opponent.

29. Tie Breakers:

#1) Winning Percentage.

#2) Head to Head.

#3) Wins.

#4) Run Differential.

#5) Once a tie is broken we will revert back to #1.

30. There will be individual and team trophies for the first place team and a team trophy and individual medallions for second place teams in the tournament from each age group.

31. For all extra-inning games, the “International Rule” (aka “California Rule”) will be used. The last BATTER from the last inning will be placed on second base. There will be nobody out, and every batter will have a 1-1 count.

32. For the championship game only, there will be no time limit, but the slaughter rule is still in effect.

33. GYB will make every effort to treat all teams fairly, but also reserve the right to enforce, clarify, alter or modify any of these rules, schedules, or anything related to Fall Ball at any time.

Pitching Rules & Restrictions

1. (8U, 9U, & 10U) Pitchers may pitch no more than 2 innings per game. Pitching in any part of an inning constitutes an inning.

2. (11U, 12U, 13U, & 14U) Pitchers may pitch not more than 3 innings per game. Pitching in any part of an inning constitutes an inning.

3. (All Levels) Pitchers removed from a game cannot re-enter the pitching spot later in the game. Relief pitchers will receive no more than 5 warm up pitches. Please have your relief pitchers warming up in dead ball territory.

4. (10U, 11U, 12U, 13U, & 14U) There is one balk warning per pitcher per game.

5. (8U, 9U, 10U, 11U, & 12U) No curve balls, sliders, forkballs or any pitches that strains a pitcher’s elbow are allowed. Fastballs, change-ups, knuckleballs or any other pitch that does not rely on an arm-twisting motion of the elbow is allowed. Only the umpire will determine if a pitch was illegal. An illegal pitch will result in an automatic ball to the batter, an automatic dead ball, and a warning to the pitcher.

6. (All Levels) Pitchers may not wear a white wristband, a white batting or fielder's glove, or a white long-sleeved undergarment.

7. (All Levels) A pitcher hitting three batters with pitched balls in a game will be removed from the pitcher's spot the rest of that game.

8. (All Levels) A pitcher **INTENTIONALLY** throwing at an opposing batter, as determined by the umpire, will immediately be ejected and the vacant spot in the batting order will be an automatic out.

9. (All Levels) Coaches are allowed one free trip to the mound per inning. On the second trip, the pitcher must be removed. Trips to the mound to explain a balk are excluded. If a coach takes a significant amount of time talking to the pitcher or catcher but never crosses the white lines, it will be considered a trip.

10. (All Levels) Intentional walks: If a team wishes to issue an intentional walk, the manager may notify the umpire of this and the batter may take first base without the pitcher having to throw 4 pitches.

11. Pre-game warm-ups. Before games, teams may not warm up any pitchers on the mound or anywhere on the diamond.

Bat Restrictions See Below

1. (14U) Bats must be stamped "BPF 1.15" or "BBCOR Approved." Max Barrel 2 5/8 Max drop -5

2. (13U) Bats must be stamped "BPF 1.15" or "BBCOR Approved." Max Barrel 2 5/8 Max drop -8

3. (9U, 10U, 11U, & 12U) Bats must be stamped "BPF 1.15" 2 5/8 Max Drop -12

4. (8U) Bats must be stamped "BPF 1.15" Max Barrel is 2 1/4 Max Drop -12.

Bases and Pitching Distance See Below

1. (14U) Bases are 90 feet apart and the pitching distance is 60.6 feet.

2. (13U) Bases are 80 feet apart and the pitching distance is 54 feet.

3. (12U) Bases are 70 feet apart and the pitching distance is 50 feet.

4. (11U) Bases are 70 feet apart and the pitching distance is 48 feet.

5. (10U) Bases are 65 feet apart and the pitching distance is 46 feet.

6. (8U & 9U) Bases are 60 feet apart and the pitching distance is 44 feet.

Time Limits & Game Length

1. (All Levels) No new inning will begin after 2 hours (120 minutes). Speed up rules is encouraged (5 warm up pitches, limited use of the infield ball, throwing the ball back to the pitcher after an out).

2. (8U, 9U, & 10U) Games will be 6 innings in length. A game is considered official when the losing team has batted 4 times.

3. (11U, 12U, 13U & 14U) Games will be 7 innings in length. A game is considered official when the losing team has batted 5 times.

League Specific Rules

1. (10U, 11U, 12U, 13U & 14U) Full baseball rules apply including lead-offs, infield fly rules, balks, and dropped third strikes. Stealing of home is allowed.

2. (9U) No leadoffs – stealing will be allowed once the ball crosses the plate. You can steal 2nd and/or 3rd. Third base will have a wall. Leaving the base too soon will result in the runner being declared out. No stealing home plate.

3. (8U) No leadoffs – stealing will be allowed once the ball crosses the plate. You will not be able to steal more than one base at a time. Third base will have a wall. Leaving the base too soon will result in the runner being declared out. No stealing home plate.

4. (8U) No Infield Fly Rule.

5. (8U & 9U) No Drop third Strike.

Mercy Rules

1. (11U, 12U, 13U & 14U) Mercy Rules is 12 runs after 4 innings & 10 runs after 5 innings.

2. (8U, 9U, & 10U) Mercy Rules is 12 runs after 4 innings.

Uniform & Equipment Rules

1. (8U, 9U, 10U, 11U & 12U) Metals spikes may **NOT** be worn.

2. (13U & 14U) Metal spikes may be worn.

3. (All Levels) Jewelry may not be worn. All players must wear a protective cup. Catchers must wear protective catcher's equipment. Each team, not the league, must provide this. Anyone under the age of eighteen (18) must wear a catcher's mask and protective supporter and cup while warming up a pitcher whether on or off the playing field.