



## **Des Plaines Youth Baseball**

Official Playing Rules 2024 Season

<http://www.desplainesyouthbaseball.com>

### **League Objective:**

The objective of Des Plaines Youth Baseball shall be to foster firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage, and respect for authority so that they may be well adjusted, stronger, and happier children and will grow to be good, decent, healthy, and trustworthy citizens

To achieve this objective, Des Plaines Youth Baseball will provide a supervised youth baseball program. All directors, officers and members shall bear in mind that the attainment of exceptional athletic skills, or the winning of games is secondary, and that the molding of future citizens is of prime importance. It shall always be recognized that the game belongs to the children and the only concern to the adults is, "Was it a good game?"

### **Fundamental Rules:**

The Des Plaines Youth Baseball League follows the rules as outlined in by the National Federation of High School Rule Book, and/or the Chicagoland Youth Suburban Youth Baseball League (if applicable) unless otherwise noted in this document.

### **Pregame Management:**

- The home team manager is responsible for preparing the field for play. This includes: setting out the bases, chalking the fields, and opening the bathrooms (if applicable).
- The home team must provide 2 new baseballs for the game.
- Forfeit time for all games is 15 minutes beyond the scheduled starting time of the game.

### **Protests:**

There are no protests allowed.

### **Safety Rules:**

- All male players must wear an athletic cup.
- All players (and minor coaches) must wear a batting helmet at all times while on deck, batting, running, and coaching a base.
- All players (and minor coaches) must wear a catchers mask and helmet while warming up a pitcher at all times, whether on the field or not.
- Batters must not throw their bat at anytime.
- No fake tags. According to NFHS rules, the penalty for a fake tag is obstruction being called on the fielder, with the runner being awarded bases in accordance with NFHS rules, and a team warning being issued. Any further violations will result in the offending player being ejected.
- All on deck batters must warm up in the batters box that is to the batter's back.
- No player shall swing a bat in the dugout, or in the spectator area.

- All players must slide, OR avoid contact, when a fielder attempting to make a play has the ball and is in position to make the play.

**Field Decorum and Game Management:**

- All players must always wear their uniforms properly. This includes: all shirts tucked in and hats facing forward.
- Managers (or designated substitute) are responsible for the conduct of their coaches, players, and spectators at all times.
- Nobody is allowed to be in the area behind home plate, inside of the outside fence.
- Only 4 non-players are allowed to be in the dugout at any time. This does not include a player who is not playing due to injury, illness, etc..
- Anyone who is ejected from a game must immediately leave the area around the field and is subject to further sanctions as determined by the Des Plaines youth Baseball Executive Board of Directors.
- Players may not wear any jewelry.
- All equipment must be kept in the dugout at all times.

**Zero Tolerance:**

Many of our games will be umpired by youth umpires. We all need to keep in mind that they are learning to umpire, just as the players are learning to play the game of baseball. Any board member present at a game may issue a warning to any manager, coach, spectator, or player who is displaying negative/ confrontational behavior towards the umpires, or any member of the opposing team (including manager, coaches, players, or spectators). In the event that the umpire is not comfortable issuing the warning, the board member present may issue the warning, and potentially eject the offender. Anyone who is ejected must immediately leave the area around the park (they may go to the parking lot and wait IN their vehicle for their son/daughter). If their behavior continue their team will be subject to forfeiting the game.

**Field Setup:**

	Pitching Distance	Base Distance
Stars of Tomorrow	40 feet	60 feet
Finch (A)	40 feet	60 feet
Sparrow (AA)	44 feet	60 feet
Falcon (AAA)	48 feet	70 feet
Raven (Majors)	54 feet	80 feet

## Game Length, Run Limits, and Mercy Rule

	Innings	Time Limit	Run Limit	Mercy Rule	Extra Innings
Stars of Tomorrow	N/A	1 hour	N/A	N/A	N/A
Finch (A)	6	1 hour, 45 minutes	5	N/A	None
Sparrow (AA)	6	1 hour, 45 minutes	5	10 runs after 4 or 5 innings	None
Falcon (AAA)	6	2 hours	7	10 runs after 4 or 5 innings	1 inning – as time allows
Raven (Majors)	7	2 hour, 15 minutes	N/A	10 runs after 5 or 6 innings	Unlimited as time allows

- **Innings – Number of innings**
- **Time Limit – No new inning may start after this time, an inning starts once the 3<sup>rd</sup> out of the previous inning is recorded. Once started, the game continues until the inning is complete, or until a winner is determined**
- **Run Limit – For Finch (A), this rule is in effect until the 6<sup>th</sup> inning (only the 6<sup>th</sup>). In the 6<sup>th</sup> inning only, a team may score unlimited runs. For Sparrow (AA), the run limit is in effect until the 6<sup>th</sup> inning, OR until the umpire declares that an inning will be the final inning. In this inning, the visiting team may score 5 runs (or up to 5 more runs than the home team score), whichever is greater. The home team then may score runs until the visiting team gets 3 outs, or until the home team wins the game. For Falcon (AAA),**

in the 6<sup>th</sup> inning (or the inning the umpire declares as the final inning), both teams may score unlimited runs, or as many needed by the home team to decide a winner.

- **Mercy Rule – A game is over when the run difference is as defined above.**
- **Extra Innings – Only allowed as described above.**

**Pace of Play:**

As all of our games have a time limit, the following rules are to be followed in an effort to get as much playing time for the children as possible.

- **Pitcher Warmups**
  - In the 1<sup>st</sup> inning for both teams, pitchers should be allowed to warm up until they are ready. Please keep this in mind when the home team takes the field to start the game, as the first pitch of the game should be as close to the scheduled starting time as possible.
  - All subsequent innings the pitcher should be allowed 7 pitches, not to exceed 90 seconds from the 3<sup>rd</sup> out of the previous inning.
  - If a pitcher is replaced (non-injury) he/she should be allowed up to 8 pitches, not to exceed 1 minute.
  - If a pitcher is replacing a pitcher that was injured during the inning, he/she be allowed as many pitches as needed to allow him to warm up.
- **Batters**
  - All batters should be ready when it is their turn to bat.
  - All batters must keep 1 foot in the batters box while batting, when the catcher catches the ball clean and immediately returns it to the pitcher.

**Infield Fly and Dropped Third Strike:**

- **Infield Fly – “A fair fly ball (not including a line drive or bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before there are 2 outs. The pitcher, catcher, and any outfielder positioned in the infield shall be considered an infielder for the purpose of this rule.” This is a live ball, and the runners may run at their own peril. All rules that apply to a runner on other fly balls apply.**
- **Dropped Third Strike – “The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with 2 outs,**

	<b>Infield Fly</b>	<b>Dropped Third Strike</b>
<b>Stars of Tomorrow</b>	no infield fly	no dropped third
<b>Finch (A)</b>	no infield fly	no dropped third
<b>Sparrow (AA)</b>	no infield fly	no dropped third

<b>Falcon (AAA)</b>	<b>in effect</b>	<b>in effect</b>
<b>Raven (Majors)</b>	<b>in effect</b>	<b>in effect</b>

**Batting:**

All teams shall use a continuous batting order.

- **Bat Requirements (batter may be called out once he steps in batters box with illegal bat)**
  - **Stars of Tomorrow – no bat restrictions**
  - **Finch (A) – all bats must have be USA stamped**
  - **Sparrow (AA) – all bats must be USA stamped**
  - **Falcon (AAA) – all bats must be USA stamped**
  - **Raven (Majors) – all bats must be USA or BBCOR stamped, or wood (including composite)**
- **Bunting**
  - **Stars of Tomorrow – not allowed**
  - **Finch (A) – not allowed**
  - **Sparrow (AA) – allowed**
  - **Falcon (AAA) – allowed**
  - **Raven (Majors) – allowed**

**Baserunning:**

	<b>Lead Offs</b>	<b>Stealing</b>	<b>Sliding</b>	<b>Advance to 2<sup>nd</sup> base on Walk</b>
<b>Stars of Tomorrow</b>	<b>No</b>	<b>No</b>	<b>No head first</b>	<b>No</b>
<b>Finch (A)</b>	<b>No</b>	<b>No</b>	<b>No head first</b>	<b>No</b>
<b>Sparrow (AA)</b>	<b>No</b>	<b>After 2 outs</b>	<b>No head first</b>	<b>No</b>
<b>Falcon (AAA)</b>	<b>Yes</b>	<b>Yes</b>	<b>No head first</b>	<b>No</b>
<b>Raven (Majors)</b>	<b>Yes</b>	<b>Yes</b>	<b>No head first at home only</b>	<b>Yes</b>

- **Courtesy Runners – If a catcher for the next inning is on baseb with 2 outs, the player making the last out must replace this runner. If a runner is injured, the injured runner may be replaced with the last out. With the**

agreement of both managers, the NFHS rule on courtesy runners may be used. This rule states that you can run for the pitcher or catcher of the next inning at any time. The purpose of this rule is to keep the game moving as efficiently as possible, and to get as many innings played as possible. Please keep in mind that the managers do not agree, the “pace of play” rules from earlier still apply. A team will not be given extra warm up time as a result of the catcher not being ready on time.

**Pitching Rules:**

	Inning Limit	Hit Batters Allowed	Intentional Walks	Breaking Balls	Balk Rule
Stars of Tomorrow	N/A	N/A	N/A	N/A	N/A
Finch (A)	1/game	3/game	No	No	N/A
Sparrow (AA)	2/game	3/game	No	No	N/A
Falcon (AAA)	2/game	3/game	No	No	1 warning per pitcher
Raven (Majors)	3/game	3/game	Yes	Yes	No Warning

- Inning Limit – Number of innings allowed per pitcher in a game. These must be consecutive.
- Hit Batters Allowed – Number of batters a pitcher can hit before he/she must be replaced.
- Intentional Walks – Intentionally throwing 4 balls so that the batter is awarded 1<sup>st</sup> base.
- Breaking Balls – A pitch thrown by the pitcher that has does not go straight. The decision as to whether or not a pitch is a breaking ball is solely at the discretion of the umpire.
- Balk Rule – Umpires will call balks only at the Falcon (AAA) and Raven (Majors) levels.
- Although CSYBA does not have a rule regarding total innings pitched during a calendar week, Des Plaines Youth Baseball does (based on the table below). The calendar week is Monday 12:00am to Sunday 11:59pm.

	Weekly Limit	2 Consecutive Day Limit
Stars of Tomorrow	N/A	N/A
Finch (A)	4	N/A
Sparrow (AA)	4	2

<b>Falcon (AAA)</b>	<b>6</b>	<b>3</b>
<b>Raven (Majors)</b>	<b>9</b>	<b>4</b>

- **All limits include house and travel games combined.**
- **1 pitch constitutes a full inning pitched. If you have 2 pitchers pitch in one inning, they are both charged with a complete inning.**

### **Division Specific Rules:**

- **Stars of Tomorrow**
  - **All rules listed in the previous sections apply, with these additional, division specific rules.**
  - **Players must wear leather gloves. Plastic gloves are not allowed.**
  - **Stars of Tomorrow uses Level 5 safety balls.**
  - **Teams must have 5 players present to play their game (forfeits are to be avoided if at all possible).**
  - **Managers/Coaches are responsible for umpiring the game.**
  - **2 coaches are allowed on the field while on defense to assist with proper positioning and instruction of players.**
  - **No scores will be kept in the Stars of Tomorrow division.**
  - **Runners may not leave their base until the ball is hit by the batter.**
  - **If a runner leaves early, and the pitch is not hit, the runner must return to their base.**
  - **Stars of Tomorrow is a “coach pitch” league, meaning coaches pitch the entire game.**
  - **Each player may only bat once per inning.**
  - **Each batter will be allowed 7 pitches. If the batter does not hit the ball by the 7<sup>th</sup> pitch, a tee may be used in order to allow the batter to hit the ball. At no time will the batter be allowed more than 7 pitches, unless they foul off the 7<sup>th</sup> (or subsequent) pitch.**
  - **Only adult coaches will be allowed to pitch. At no time should anyone under the age of 18 be allowed to pitch.**
  - **Players may not play the same position more than once per game.**

- **Finch (A)**

- All rules listed in the previous sections apply, with these additional, division specific rules.
- Teams must have 6 players present to play their game (forfeits are to be avoided if at all possible).
- If a ball is hit into fair territory, and stays in the infield, the batter and all runners may only advance 1 base. No bases are awarded for overthrows, and no runners may advance beyond 1 base, even if the ball goes into dead ball territory. Any runner that inadvertently runs beyond one base, will be allowed to return to the correct base, without being able to be tagged out.
- The “Pitcher’s Circle” is a 10 foot circle (diameter) around the pitcher’s mound.
- If a ball is hit into the outfield grass, runners may advance beyond 1 base at their own discretion. Play is stopped when the ball is returned to the infield, and secured by any player within the pitcher’s circle. Any runner(s) who are 2/3 of the way to the next base will be allowed to continue to that base only. If a ball is hit to the outfield and the ball is subsequently thrown out of play, or back into the outfield after being thrown into the infield, it is considered a dead ball and all runners are awarded 2 bases.
- Coaches will pitch innings 1, 3, and 5. Kids will pitch innings 2, 4, and 6. This is only when we play in house. If we are playing in CSYBA (fall ball), the entire game is coach pitch.
- During coach pitch, a batter will be allowed no more than 6 pitches, unless the 6<sup>th</sup> (or subsequent) pitch is fouled off by the batter. In this case, the batter will be awarded an additional pitch or pitches. Any batter not putting the ball in play prior to their final pitch will be declared out.
- During kid pitch, the umpire will call balls and strikes. A kid pitcher may strike out a batter. There are no walks. If the umpire calls 4 balls on the batter, the coach will pitch to the batter, up to 3 pitches, unless the 3<sup>rd</sup> pitch is fouled off. If the batter does not hit the 3<sup>rd</sup> pitch, he/she will be declared out.
- A team may field 10 defensive players. 4 of these players must be positioned in the outfield.
- No player may sit out 2 consecutive innings, or sit out twice unless all players have sat out at least once.
- No player may play the same defensive position more than 3 times in a game.

➤ **Sparrow (AA)**

- All rules listed in the previous sections for the Sparrow (AA) division apply, with these additional, division specific rules.
- Teams may field 10 players on defense, 4 of which must be positioned in the outfield.
- Outfielders must be positioned at least 20 feet behind 2<sup>nd</sup> base.
- Outfielders may not cover a base on a steal attempt.
- No player may sit out 2 consecutive innings, and may not sit out twice until all players have sat out at least once.
- Stealing is only allowed after there are 2 outs, and a runner may not steal home.
- Baserunners must remain on their base until the ball reaches home plate. If a player leaves early, and the pitch is not hit, the runner must return to their original base. If the ball is hit, the umpire should limit the baserunner's advancement accordingly (only allow them to advance the same number of bases as the batter).
- The play is dead when the ball is returned to the pitcher, and the pitcher is on the mound. Play does not resume until the next pitch is thrown.
- Runners may only score from 3<sup>rd</sup> on a ball put into play as the result of a batted ball.

➤ **Falcon (AAA)**

- All rules listed in the previous sections for the Falcon (AAA) division apply, with the additional, division specific rules.
- All players present for a game must play at least 4 innings in the field. No player may sit out more than 2 innings, and these innings may not be consecutive. Also, a player may not sit out a second inning until every player has sat out at least once.
- If a team is going to be short players, they may call up a player from the Sparrow (AA) division. A team may not use a player from another Falcon (AAA) team.
- Pitchers may not throw a deliberate curveball. A warning will be issued on the first curveball, and a ball will be called on all subsequent curveballs. This is completely at the discretion of the umpire as to whether or not a pitch is a curveball. The umpire's decision in this matter is final.
- Prior to the game, the home team shall establish a line 10 feet from 3<sup>rd</sup> base. No runner may cross this line on a pitch until this pitch has crossed the plate.
- A better receiving a base on balls may not attempt to advance to 2<sup>nd</sup> base prior to a pitch being thrown to the next batter, or a play being made on a runner.

➤ **Raven (Majors)**

- **All rules listed in the previous sections for the Raven (Majors) Division apply, with these additional, division specific rules.**
- **Metal cleats are allowed in the Raven (Majors) division.**
- **All players present for a game must play at least 4 innings in the field, with 3 of three of these innings being prior to the 6th inning, with the exception of game shortened due to the mercy rule.**
- **If a team is going to be short players, they may call up a Falcon (AAA) player. A team may not use a player from another Raven (Majors) team.**
- **Runners may not slide into home head-first. Runner will be called out.**