



Mt. Prospect Park District  
Youth Baseball League  
Rules Manual

*Updated 4/18/2024*

## 1.0 GENERAL

- 1.1 Mission Statement: This program is developed to teach the players the basics of baseball. This includes (most importantly) to have fun while participating in sports and learning the fundamentals of baseball. It is our goal to introduce a new phase of the game each year to enhance the playing experience within our league.
- 1.2 Mt. Prospect Park District Youth Baseball rules are based on, but not limited to, the National Federation High School (NFHS) Baseball and Little League International Rule Books. All participants in Mt. Prospect Park District Youth Baseball shall be familiar with and adhere to the rules set down in this rulebook and rules approved/clarified by the Advisory Committee.
- 1.3 Ignorance of any or all of these rules shall not be considered an excuse for infraction. If a situation should arise which is not covered by any of the existing rules, the Advisory Board shall make a ruling or decision, and that ruling or decision shall be considered official.

## 2.0 CONDUCT

- 2.1 MPPD Youth Athletic League - [Code of Conduct](#)
- 2.2 All rules regarding conduct, except where specifically indicated, SHALL APPLY TO ALL PLAYERS, COACHES AND SPECTATORS. Managers and coaches are responsible for the conduct of its players as well as its spectators.
- 2.3 The following conduct is prohibited
  - 2.3.1 Profanity
  - 2.3.2 Gambling
  - 2.3.3 Smoking/ includes chew
  - 2.3.4 Consumption of alcoholic beverages
  - 2.3.5 Unsportsmanlike conduct
- 2.4 Unsportsmanlike conduct includes, but is not limited to, the following:
  - 2.4.1 Inciting, or trying to incite by word or sign, a demonstration by spectators.
  - 2.4.2 Use language, which will in any manner, refer to or reflect upon opposing players, an Umpire, or any spectator.
  - 2.4.3 Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make a pitcher commit a balk.
  - 2.4.4 Carelessly throwing a bat, ball, glove, helmet, or other equipment out of anger.
  - 2.4.5 Defacing a baseball
  - 2.4.6 Fighting or roughhousing
  - 2.4.7 Arguing with an umpire
  - 2.4.8 Intentionally throwing at a player
  - 2.4.9 Intentionally harming a player (malicious sliding & tagging)
- 2.5 Team Managers, coaches and players must remain in the dugout or in the designated coach's box. No person connected with the team may coach a pitcher or batter from behind the backstop. The area is described as an area within 20 feet of the backstop structure. If, after appropriate warning by the Umpire, any person who repeats the violation will result in one batter out call and will continue until those persons remove themselves from the area.
- 2.6 The Umpire shall have the authority to warn, eject or have removed from the field, any person violating rule 2.2. If warranted (a threat of harm), the Umpire may direct that the police be called.

## 3.0 TEAMS / ROSTERS

- 3.1 All players must be registered participants by the Mt. Prospect Park District. Any teams found using players that aren't registered with the Mt. Prospect Park District may be subject to forfeit(s).
- 3.2 Each team shall field a minimum of 8 players by the start of the game. If a team with the minimum number of players refuses to either take the field as home team or send a batter to the plate within 15 minutes, the umpire shall declare a forfeit, unless there are special circumstances which preclude such a declaration. (See Forfeits under Rule 12)

- 3.3 If a team is unable to field 9 players, additional players may be “called up” or “borrowed” from another team in the league. Teams may call up player(s) from the league below yours. Call up players should not be Patriots and teams should not borrow the same player more than once. Any borrowed player may only play the outfield and shall be placed last in the batting order, (See Appendices) on the team borrowed to.
  - 3.3.1 “Borrowed” player is defined as a player used from a team within the same league.
  - 3.3.2 “Call Up” player is defined as a player used from a team in the league/age division below.
  - 3.3.3 “Call Up” players can not play pitcher and must bat last.
- 3.4 If, after exhausting the call up procedure, a team is still unable to field 8 players, the game shall be forfeited.
- 3.5 Forfeits - A game may be forfeited to the opposing team when a team:
  - 3.5.1 Fails to appear on the field or being on the field, refuses to start play within 15 minutes after the Umpire has called “Play” at the appointed hour for beginning the game, unless such delayed appearance is in the Umpire’s judgment, unavoidable (for example, due to injury of a player or coach, the need to perform work on the field, equipment repair, etc.).
  - 3.5.2 Employs tactics palpably designed to delay or shorten the game.
  - 3.5.3 Refuses to continue play during a game, unless the game has been suspended or terminated, by the Umpire.

#### 4.0 THE FIELD

- 4.1 Playability
  - 4.1.1 Mt. Prospect Park District Staff shall determine if a field is suitable for play. In the event the field is determined to be unplayable, the respective managers shall be notified as soon as possible, at least one hour prior to game time, if possible.
  - 4.1.2 If a decision is not made regarding playability prior to one hour before game time or during game, the decision shall be by agreement of the two managers and umpire(s) as of game time.
    - 4.1.2.1 If an agreement between the managers cannot be reached, the (Plate) Umpire (if two umpires) shall decide.
    - 4.1.2.2 After the game begins, the (Plate) Umpire shall have sole jurisdiction to determine if a game can continue to be played.
- 4.2 Outfield fences: If a ball hit on a fly hits the yellow barrier on the top of the fence and rebounds back onto the field, the ball is live and is in play. If the ball hits the barrier and bounds over the fence, it shall be ruled a home run.
- 4.3 Field Preparation - Both teams shall be responsible for:
  - 4.3.1 setting up and taking down the bases
  - 4.3.2 lining the field prior to the game
  - 4.3.3 setting up and taking down the scoreboard.
  - 4.3.4 removing trash
  - 4.3.5 raking the field as necessary
  - 4.3.6 Locking up field knock boxes
  - 4.3.7 Closing and Locking Meadows garage door - last remaining coach/team(s) at park MUST check to ensure the garage door is properly locked.
- 4.4 Field Lights are available at the following locations. As of 2023, new light buttons have been installed. Hit the button once, lights come on. Hit the button a second time, lights go off.
  - 4.4.1 Meadows Park (fields #1 & #2 only) - located in the garage on the right side wall. Separate buttons for field #1 & field #2
  - 4.4.2 Lions West - located in the caged electrical panel next to tennis courts, down the left field.

## 5.0 PRE GAME

- 5.1 Each team shall be allowed up to 20 minutes of infield/outfield practice beginning 40 minutes before game time. The Visitors will have the field first for 20 minutes and then the Home Team will have the field second. The team not practicing shall have its players and coaches either in the dugout or practicing outside the field off to the side
  - 5.1.1 Five (5) minutes prior to game time the managers and the umpire shall conduct a pre-game conference for the following purpose
    - 5.1.1.1 Obtain 2 game balls provided by the home team
    - 5.1.1.2 Exchange lineups
    - 5.1.1.3 Review ground rules of the field
    - 5.1.1.4 Stress good sportsmanship and that all equipment is legal and that players are properly equipped (i.e. all male players are wearing a protective cup)
    - 5.1.1.5 NOTE: Players arriving after lineups have been exchanged shall be inserted last in the batting order.
- 5.2 After the pregame is concluded, the home team shall take the field. The game clock shall begin when the home team pitcher has completed their last warm-up pitch.
- 5.3 Starting (and new) pitchers shall be allowed a maximum of eight (8) warmup pitches. After the first inning, returning pitchers shall be a maximum of five (5) pitches. NOTE: IN ORDER TO MOVE THE GAME ALONG, UMPIRES WILL ENFORCE THIS RULE AND MAY LIMIT THE NUMBER OF WARM UP PITCHES ALLOWED.
- 5.4 In the event of an injury or cold weather, the umpire may allow more than the maximum, at their discretion.
- 5.5 The Umpire shall direct the home team pitcher to "Play Ball". If an Umpire does not arrive by game time, one of the Team Managers shall call the League Director to determine their status. Each Team Manager shall then designate a coach to Umpire from behind the mound, then designate from each team to alternate each half inning. Coaches shall Umpire and take a position behind their own pitcher, when their team is on the field.

## 6.0 PLAYING TIME

- 6.1 No Player shall sit out 2 innings before all players have sat out one inning. No player shall sit out 3 innings before all players have sat out 2 innings. **Exception: This rule does not apply to extra innings games. Penalty: Forfeiture.** This does not apply to the player who:
  - 6.1.1.1 Arrives after the first pitch of the 3rd inning
  - 6.1.1.2 Leaves the game because of illness or injury
  - 6.1.1.3 Who is attending only the resumption of suspended game having missed the original game Late Arrivals and Batting Order:
  - 6.1.1.4 Voluntary removal of the game - subject to communication between managers.
  - 6.1.1.5 Unsportsmanlike behavior - subject to manager's discretion/discipline.
- 6.2 See Bronco B & Bronco A specific playing time for positions

## 7.0 PITCHING

- 7.1 Strike Zone is defined as letters of jersey to knees, one ball inside, two balls outside.
- 7.2 The pitching week begins at 12:01 am on Monday and concludes at 12:00 (midnight) on Sunday.
  - 7.2.1 One (1) out in an inning will be recorded as 1 inning pitched.
    - 7.2.1.1 PONY: One (1) batter pitched in an inning will be recorded as 1 inning pitched.
  - 7.2.2 Minimum 1 day rest rule: A pitcher may pitch the maximum number of innings on one day but must have one full day of rest before pitching again. Example: In the Majors, a pitcher may pitch 3 innings on day 1 and may not pitch again until day 3.
- 7.3 Possession of the baseball by the pitcher stops play (considered "dead") and resumes when the pitcher is on the mound, to reset the play.
- 7.4 Any rostered player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.

- 7.4.1 Ineligible pitcher: the use of an ineligible pitcher shall result in the offending team forfeiting the game.
- 7.5 A manager or coach may visit the mound once in an inning without consequence. A second trip to the mound, in the same inning, shall result in the pitcher being replaced.
  - 7.5.1 This does not apply to Bronco B's
- 7.6 A pitcher removed as pitcher shall not be permitted to re-enter as pitcher.
  - 7.6.1 Once a manager/coach removes a pitcher during an inning of play, the relief pitcher / reliever may be substituted in from a field playing position or from the dugout.
 

**EXCEPTION** – A player entering from the dugout shall not be a player sitting out per Playing Time Rule.
- 7.7 A pitcher who hits two batters in one inning or three batters in a game shall be removed from the pitching position for the remainder of the game.
- 7.8 Pitchers shall not deface the ball by rubbing with any foreign substance. If the defaced ball is pitched and comes to the attention of the umpire, it shall be treated like a balk. Additionally, the pitcher shall be ejected from the game.
- 7.9 The model/type of ball the game is started with must be used throughout the entire game and may not be changed.
  - 7.9.1 Managers shall contact the MPPD Athletic Department and/or Equipment Manager if they are in need of more game balls.

**8.0 BATTING**

- 8.1 Bats may have a USA Baseball or USSSA stamp, or have a BPF of 1.15.

Level	Max. Length(in)	Max. Diameter (in)	BPF	Drop
Bronco B	30	2-1/2	1.15	-13
Bronco A	33	2-3/4	1.15	-12
Bronco Majors	33	2-3/4	1.15	-12
Pony	34	2-3/4	1.15	-8

- 8.1.1 Aluminum bats as they meet the above requirements and approved stamps.
- 8.1.2 Composite bats are allowed, and must be stamped appropriately with the approved stamps.
- 8.2 The batting lineup shall be a continuous order. In the event a player arrives late, they shall be added to the bottom of the order. See The Appendices for league specific information.
- 8.3 The batter shall take his place with both feet within the batter's box. The batter shall keep one foot in the batter's box for the entire time at bat with the following exceptions:
  - 8.3.1 Batter is attempting to get out of the way of a pitch
  - 8.3.2 Time is called
  - 8.3.3 Ball becomes dead
  - 8.3.4 Batter is attempting to get out of the way for an advancing running or to avoid interference on the catcher attempting to make a play.
- 8.4 In the event a batter is injured during an at bat, the batter who made the previous out shall finish the at bat with the current count. If there are no outs, it shall be the last player who scored in the current inning. If neither apply, the Umpire shall make the determination of who should bat.
- 8.5 If a batter leaves the game, all following batters shall move up in the order. No out will be charged for the player that left.
- 8.6 The batter shall not carelessly throw a bat on a swing follow through. A batter who does so may be warned by the umpire. A second violation shall result in the batter being declared out.

## 9.0 BASERUNNING

- 9.1 Stealing Limitations: There is no stealing of any base IF the leading team attains a 7 or more run lead. Their team may not steal until their lead decreases to less than 7 runs, or until after the 5th inning. No advancement on overthrows if the team is leading by 7 or more runs.
- 9.2 Sliding: runners must avoid contact with a fielder who has possession of the ball. There is no forced slide rule, if a runner attempts to avoid contact and leaves the base path, they should be called out. Incidental contact is at the umpire's discretion and will be enforced as seen by the umpire. If the fielder does not possess the ball and there is contact, obstruction may be called and enforced.
- 9.3 Head first slides are not permitted at any base at the Bronco A and Bronco B levels. If a runner does Head Slide, he will be called out. Head first slides are allowed in Bronco Majors and Pony, only when returning back to a base (can not be done when advancing bases).
- 9.4 Catcher's "Speed Up" Rule: If the offensive team's catcher is on base with 2 outs, the player who made the previous out will replace the catcher on base.

## 10.0 FIELDING

- 10.1 All male players shall wear a protective cup.
- 10.2 All catchers shall wear a full mask when warming up a pitcher in a crouch position.
- 10.3 Fielders shall not "fake tag". Such fake take is considered obstruction. Any player exhibiting a fake tag shall be ejected and the runner is awarded the next base.
- 10.4 Fielders shall not interfere with a batter's line of vision.

## 11.0 UMPIRES

- 11.1 Umpire jurisdiction begins when the umpire enters the confines of the playing field (inside the fence lines) and ends when the umpire (or both umpires if two umpires are present) leave the confines of the playing field.
- 11.2 If there are two umpires, the plate umpire is designated as Umpire in Chief. The second umpire shall be designated the base umpire.
- 11.3 An umpire's decision shall be final. Only questions regarding the interpretation of a rule may be addressed to the umpire.
- 11.4 In matters of judgment calls, one umpire may not overrule the other. However, an umpire may confer with the other as needed. Such a case would be if an umpire was blocked from making a call or the angle is such that determination is not certain. There are three such instances. Only the umpire who has responsibility for the call may request confirmation. If no confirmation is requested, the call is made, shall stand, and no appeal is permitted. A coach may ask the umpire making the call to ask for assistance. However, the umpire is not obligated to request assistance.
  - 11.4.1 On a check swing
  - 11.4.2 If a fielder pulled a foot from the base and the base umpire cannot determine if the fielder had contact with the base.
  - 11.4.3 If a swipe tag is made.
  - 11.4.4 Regarding rule interpretations, the umpires may confer to discuss. The Umpire in Chief shall have the final decision.
- 11.5 The Umpire in Chief has the SOLE AUTHORITY to make the following decisions
  - 11.5.1 Forfeit a game
  - 11.5.2 Stop a game in progress due to inclement weather, lightning, field conditions, darkness, or any other reason.
  - 11.5.3 Resume play after a stoppage for any of the reasons under 11.5.2.
  - 11.5.4 Make the final decision regarding the interpretation of any rule.
  - 11.5.5 Rule on any situation not specifically covered by the rules.

## **12.0 EJECTIONS**

- 12.1 When a participant (manager, player, coach or spectator) is ejected from a game, they shall leave the field/park immediately and take no further part in that game. They shall either leave the park or take a seat in the stands well removed from the vicinity of his team's bench or bullpen.
  - 12.1.1 The ejected Team Manager or coach must submit a written report to the Athletics Manager within 48 hours of being ejected from the game.
  - 12.1.2 The Umpire must also submit a written report to the Umpire-in-Chief within 48 hours.
- 12.2 If a participant (manager, player, coach or spectator) is ejected from a game, a special disciplinary committee made up of members of the Advisory Committee and the Athletic Manager will be notified to review the incident, rule and define the disciplinary action to be taken. The Athletics Manager will keep a record of all suspensions. The disciplinary committee could extend suspension to include practices and team meetings. Severity of the infraction will determine the disciplinary action up to removal from the program.
  - 12.2.1 1st Ejection: 2 Game maximum suspension
  - 12.2.2 2nd Ejection: 4 Game maximum suspension
  - 12.2.3 3rd Ejection: Mount Prospect Park District Control Ordinance 525

## **13.0 MPPD YOUTH ATHLETIC LEAGUE - WEATHER POLICY**

- 13.1 Heat/Cold Temperature Policy (for outdoor leagues):
  - 13.1.1 HEAT: Games and practices will be canceled if the heat index reaches 103 degrees or above. Practices can be canceled at the coaches discretion at any time.
  - 13.1.2 COLD: Air temperature shall be a minimum of 45 degrees Fahrenheit for games. Wind chill factor is a valid reason in determining the actual temperature. Coaches can decide to cancel or host practice when temperature is below threshold.
- 13.2 Inclement weather - Depending on the timing of both the weather and the decision to cancel games, information will be posted on the Team Sideline website and managers will be notified by the League Coordinator. Rescheduling of canceled games will be determined by the MPPD Athletic Department and communicated accordingly.
- 13.3 In the event the game is stopped due to darkness, rain, lightning or any other reason which in the Umpire's judgment interferes with continued play, if play is stopped after an official game has been reached and each team has had an equal number of at bats, the leading team shall be the winner. If either team has not completed its full at bat the game shall revert to the last complete inning and the team leading at that point shall be declared the winning team, unless the home team has taken the lead. If the home team has tied the score in the bottom of the inning, the game shall be suspended.
  - 13.3.1 Suspended games & Rainouts (if needed): the league will reschedule at the earliest time.

## **13.4 LIGHTNING AND THUNDER RULES**

- 13.4.1 When a lightning strike has occurred, the following shall take place.
  - 13.4.1.1 Stop game / practice at the first sign of lightning regardless of the weather forecast. Clear the area in a timely manner.
  - 13.4.1.2 Stay away from metal objects (fences, dugouts, metal bats, etc.....)
  - 13.4.1.3 Walk, don't run to a safe place such as a car or shelter. Do not stand under a tree.
- 13.4.2 Prior to the start of the game: If lightning or thunder is detected, the field must be cleared immediately. 30 minutes must pass without either lightning or thunder being detected before field activities may start.
- 13.4.3 After the start of the game: If lightning or thunder is detected, the field must be cleared immediately. 30 minutes must pass without either lightning or thunder being detected before field activities may resume. If the field is deemed safe for play and activities resume (assuming that there is sufficient time and / or daylight to continue the game) another incidence of either thunder or lightning will END play for that day.

#### **14.0 PROTESTS**

- 14.1 Only "Rules Protests" are allowed. No judgment calls will be protested.
- 14.2 An honest attempt shall be made to resolve the protest peacefully and quietly at that time. Only the Manager or acting Manager can protest, and it must be done without creating a scene.
- 14.3 The protest must be made to the Umpire before the next pitch is delivered. If agreement cannot be made quickly, the game shall continue under protest.
  - 14.3.1 The point of protest shall be marked in both pages of each scorebook and the Umpire shall sign each scorebook.
  - 14.3.2 The protesting Manager must file a written report to the Athletic Manager within 48 hours of the scheduled starting time of the protested game, including documentation (including picture or copy of scorebook).
  - 14.3.3 The Umpire shall also submit a written report to the Athletic Manager.
  - 14.3.4 In any of the previous situations, if the Athletic Manager is unavailable within the designated time frame, the league supervisor may act on his behalf.
- 14.4 Resumption of Suspended or Protested Games: The Athletic Manager, shall schedule the resumption of a suspended or protested game. The Athletic Manager will stipulate the point in a protest game at which play shall resume. A suspended game shall resume at the point where the game was suspended.
  - 14.4.1 To participate in the resumption of a suspended game or a protested game, a player need not have been present at the original game. Eligible players shall be governed by the rules of substitution as though no time had elapsed between the protest and the replay.

**APPENDIX A – BRONCO B SPECIAL RULES  
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**APPENDIX A BRONCO B SPECIAL RULES**

The Bronco B Division shall consist of 8 year old players (participants in 2<sup>nd</sup> grade).

1.0 SUBSTITUTIONS: If a team is unable to field 8 players, additional players may be “called up” or “borrowed” from another team in the lower level Rookie division. Teams should not borrow the same player more than once. Any borrowed player may only play the outfield and shall be placed last in the batting order.

2.0 FIELD DIMENSIONS - Bases and Pitcher’s Mound Distances:

Level	Bases	Pitcher’s Mound
Bronco B	60’	42’

Pitcher’s Mound distances shall be measured from the front of the pitcher’s plate to the back corner of home plate.

3.0 PLAYING TIME (BRONCO B SPECIFIC) - No player shall play any position more than 2 full innings per game. During the game, each player must play 2 positions (besides pitcher, catcher & 1st base). They must play 1 full inning in the infield (1st, 2nd, 3rd or shortstop) and 1 full inning in the outfield (right, center or left). Penalty: Forfeiture.

4.0 TIME LIMITS

Level	Innings	Official Game	No new inning to begin after:	Hard Cutoff Time: (when there are multiple games at field)
Bronco B	6	-	1 hr. 45 min.	2 hours

\*This is only in weather related instances. Time limits will be used for all other games.

***This applies to all regular season & playoffs games. Only exception is championship game only***

5.0 BATTING

Batting Order:

5.1 Coaches will determine a batting order. This order will rotate through the first 12 games of the regular season. Example: Batter 2 in game 1 becomes batter 1 for game 2, batter 3 for game 1 becomes batter 2 for game 2. This rotates for the first 13 games of the regular season.

5.1.1 For the first 5 full innings, the maximum number of batters in an inning will be equal to the total of players on each team. The inning will end with 3 outs or a maximum allowed batters. At the start of the 6th inning, there is no batter limit; play will continue until there are 3 outs.

5.1.2 An inning cannot end on a 4-pitch walk, or a hit batter with 0 strikes. After the 7th game (halfway point in the regular season), if the final batter of the inning is walked on 4 straight pitches, or is hit by a pitched ball with no strikes on him, the inning will not end. The next batter(s) will bat and the same rule applies.

Bunts:

5.2 NOT ALLOWED

Dropped Third Strike:

5.3 NOT APPLICABLE

6.0 BASE RUNNING

6.1 Stealing - Bronco B players may NOT steal 2nd base or home plate. Players can only steal 3rd base, beginning once Kid Pitch Rules apply. A player can leave the base to steal once the ball crosses home plate. The following table denotes bases to which a runner may steal.

Level	2nd	3rd	Home
Bronco B	NO	YES*	NO

\*Bronco B cannot steal until kid pitch begins.

- 6.2 There are NO leadoffs allowed.
- 6.3 Wall at 3<sup>rd</sup> base - a player may only take home plate on a:
  - A. batted ball
  - B. forced in on a walk
  - C. forced in on a hit by pitch.
- 6.4 Head-first slides are not permitted, any player who violates this rule will be called out.
- 6.5 Delayed steals are not allowed. See Appendix E for definition.

#### Baserunning Advancement

- 6.6 A base runner may continue to advance if the ball is in the outfield, and not in possession of an infielder.
- 6.7 Baserunners are allowed to advance only ONE base on a fielding overthrow. No advancement on overthrows if the team is leading by 7 or more runs.
- 6.8 Base runners will be stopped at the base they are going to, once an infielder has possession of the ball within the boundaries of the infield dirt, not when it hits the infield. Base runners are subject to tag out as soon as an infielder has possession. Based on the Umpire's judgment:
  - 6.8.1 If the runner was half of the way or more to the base they are running to when the infielder gains possession, the runner may advance and stop at that base.
  - 6.8.2 If the runner was not half of the way or more to the next base, then the runner will return to the base from which he came.
  - 6.8.3 A base runner cannot advance beyond base stolen or advance in the event of an overthrow to that base. If a runner tries to advance, the runner is liable to be put out if a play is made on him. Even if a runner is safe on this illegal advance, the runner must return to the original base stolen or advanced from. This rule does not apply on an overthrow resulting from a play on a batted ball.
  - 6.8.4 Base Runners Leaving Bases Early: When a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box ready to receive the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Base runners leaving early as described above will be called out.

**Games played until May 20 will follow the following 1st Half of Season Bronco B Rules:  
(No Umpires will be scheduled during this first half of the season)**

- 7.0 No Stealing: until kid pitch begins.
- 8.0 No Walks: No walks will be called during the first 7 games of the Regular Season.
- 9.0 Pitching Machine Setup:
  - 9.1 The pitching machine will be used for the first half of the season.
  - 9.2 Home team is responsible for setting up the pitching machine. Pitching Machines are stored on site at the fields (Meadows garage or Fairview North knock box).
  - 9.3 Pitching Machine will be placed with the back of the machine just in-front of the pitching rubber.
  - 9.4 The coach for the team at bat will work the pitching machine.
  - 9.5 Machine setting will be set at 3-4-5. DO NOT CHANGE THE SETTINGS!
- 10.0 Batter Rules during use of the Pitching Machine.
  - 10.1 Each batter will receive 5 machine pitched balls.
  - 10.2 No Walks allowed.
  - 10.3 Three swinging strikes and the batter is out. Except on the third swinging strike he foul tips the ball, the batter will continue the at bat.
  - 10.4 If the batter does not attempt to swing on any 5 pitched balls, they will be called out.
  - 10.5 If the batter hits the ball, and the ball hits the pitching machine or coach, the ball is ruled live and play resumes.

11.0 Pitchers Position

11.1 The pitcher position will play 3-5 steps behind the pitching machine, and to the left or right of the machine, so he or she can see the batter and be ready for play.

**Beginning May 20, the following pitching rules go into effect:**

12.0 Pitching Rules

Pitching limits: the following table shall apply to game and weekly pitching limits (innings):

Level	per Game	per Week
Bronco B	2	6

All innings will be modified player pitch from 42 feet.

12.1 Pitchers can strike out batters. Umpires will call balls and strikes. If a pitcher throws 4 balls to a batter, then a coach from the batting team will come in and throw a maximum of three (3) pitches. If necessary, the coach pitcher will be allowed to throw a 4th pitch as the absolute last pitch of the bat.

12.2 Batters who reach 4 balls from a player pitcher will maintain their strike count (i.e., the coach pitcher “inherits” the strike count of 0, 1, or 2).

12.3 When pitching, the coach shall use an overhand motion with no arc from 35-40 feet. The coach may pitch from a standing or kneeling position (preferred), with a kneeling position being permitted to emulate the height from which the pitch is released from another player. Batters cannot walk, but they can strike out (using the inherited strike count). The batter will also be called out if he/she cannot place the ball in play after the three coach pitches; however, the at-bat may continue despite foul balls after 2 strikes (or on the last coach pitch).

12.4 Breaking Pitches

12.4.1 Pitchers are not permitted to throw breaking pitches, such as a curve, slider or slip pitch. Umpires shall be the sole judge as to whether a pitcher has violated this rule.

12.4.2 Pitchers violating this rule shall be given a warning on the first offense. On the second offense, a ball shall be awarded, or if there are baserunners, a balk shall be called.

**APPENDIX B – BRONCO A SPECIAL RULES  
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**APPENDIX B BRONCO A SPECIAL RULES**

The Bronco A's Division shall consist of 3<sup>rd</sup> and 4<sup>th</sup> grade players.

1.0 SUBSTITUTIONS: If a team is unable to field 8 players, additional players may be “called up” or “borrowed” from another team in the lower level Bronco B division. Teams should not borrow the same player more than once. Any borrowed player may only play the outfield and shall be placed last in the batting order.

2.0 FIELD DIMENSIONS - Bases and Pitcher's Mound Distances:

Level	Bases	Pitcher's Mound
Bronco A	65"	46'

Pitcher's Mound distances shall be measured from the front of the pitcher's plate to the back corner of home plate.

3.0 PLAYING TIME (BRONCO A SPECIFIC) - All players must play at least 1 full inning of 3 consecutive outs in the outfield (left field, right field or center field) by the end of the 4th inning of play for a team with up to 12 rostered players and by the end of the 5th inning for a team with 13 rostered players. Violation shall result in the game being forfeited.

4.0 TIME LIMITS - *This applies to all regular season & playoffs games (except championship game only)*

Level	Innings	Official Game	No new inning to begin after:	Hard Cutoff Time: (when there are multiple games at field)
Bronco A	6	4 (*3-1/2)	1 hr. 45 min.	2 hours

*\*This is only in weather related instances. Time limits will be used for all other games.*

4.1 Mercy rule: the following will apply to the levels as below. If a team is winning by the designated number of runs at the end of the designated number of innings, the team leading shall be declared the winner.

Level	Runs/innings	Runs/innings
Bronco A	12/4	10/5

5.0 BATTING

5.1 Bunts:

5.1.1 No Bunting allowed for Bronco A!

5.1.2 Batters are not allowed to fake bunt (showing a bunt, and then pulling the bat back and making a full swing). Such a violation shall result in the batter being called out.

5.2 Inning Cap Rule: There will be a 7 run cap (per team) per inning until the 6th inning of the game. In the 6th inning, no run cap. This applies for all regular season & playoff games.

5.3 NO Drop third strike

5.4 The Infield fly rule does apply in this division.

6.0 BASERUNNERS

6.1 The following table denotes bases to which a runner may steal.

Level	2nd	3rd	Home
Bronco A	YES (starting wk 4)	YES	NO

6.2 Permitted: Starting the 4th week of the season a runner may steal second base. There is no advancement of bases on overthrows. For Bronco A, a runner may steal after the ball has crossed the plate..

6.2.1 There is no advancing of any base IF the leading team attains a 7 or more run lead. Their team may not advance until their lead decreases to less than 7 runs,

6.3 There is no stealing of Home Plate permitted. Upon being awarded 1st base after a called “Ball 4”, the batter/runner may not attempt to steal 2nd base until the next pitch has been delivered.

6.4 No Leadoffs. Base runners shall not leave bases early. When a pitcher is in contact with the pitcher's plate with the ball in his possession, and the catcher is in the catcher's box ready to receive the ball,

base runners shall not leave their bases until the ball has been delivered and has reached home plate. Base runners leaving their bases early, as described above, will be called out.

- 6.5 No runner advancement on an overthrow from catcher to pitcher: After the pitched ball has been secured by the catcher, and his intent is to throw the ball back to the pitcher for the next pitch, and the pitcher mishandles the ball, or the catcher over/under throws the ball to the pitcher, the runner(s) cannot advance to the next base.
- 6.6 Baserunners are allowed to advance only ONE base on a fielding overthrow.
- 6.7 Wall at 3<sup>rd</sup> base – Bronco B and Bronco A: a player may only take home plate on a:
  - 6.7.1 batted ball
  - 6.7.2 forced in on a walk
  - 6.7.3 forced in on a hit by pitch.
- 6.8 Dropped Third Strike: Rule does not apply.
- 6.9 Delayed steals are not allowed at any level. See Appendix E for definition.

7.0 PITCHING

7.1 Pitching limits: the following table shall apply to game and weekly pitching limits (innings):

Level	per Game	per Week
Bronco A	2	6

7.2 A pitcher can not start back to back games even with an appropriate amount of rest. This rule does not apply for playoffs.

7.3 Breaking Pitches

- 7.3.1 Pitchers are not permitted to throw breaking pitches, such as a curve, slider or slip pitch. Umpires shall be the sole judge as to whether a pitcher has violated this rule.
- 7.3.2 Pitchers violating this rule shall be given a warning on the first offense. On the second offense, a ball shall be awarded.

7.4 Pitchers can't pitch more than 3 innings in one week (applies only for Prospect Heights part time travel players)

**APPENDIX C – BRONCO MAJOR SPECIAL RULES**  
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**Appendix C BRONCO MAJORS SPECIAL RULES**

The Bronco Majors Division shall consist of 5<sup>th</sup> and 6<sup>th</sup> grade players.

1.0 SUBSTITUTIONS: If a team is unable to field 8 players, additional players may be “called up” or “borrowed” from another team in the lower level Bronco A – 4<sup>th</sup> grade division. Teams should not borrow the same player more than once. Any borrowed player may only play the outfield and shall be placed last in the batting order.

2.0 FIELD DIMENSIONS - Bases and Pitcher’s Mound Distances:

Level	Bases	Pitcher’s Mound
Majors	70’	48’

Pitcher’s Mound distances shall be measured from the front of the pitcher’s plate to the back corner of home plate.

3.0 TIME LIMITS - *This applies to all regular season & playoffs games (except championship game only)*

Level	Innings	Official Game	No new inning to begin after:	Hard Cutoff Time: (when there are multiple games at field)
Bronco Majors	6	4 (*3-1/2)	1 hr. 45 min.	2 hours

*\*This is only in weather related instances. Time limits will be used for all other games.*

4.1 Mercy rule: the following will apply to the levels as below. If a team is winning by the designated number of runs at the end of the designated number of innings, the team leading shall be declared the winner.

Level	Runs/innings	Runs/innings
Majors	12/4	10/5

3.0 BATTING

2.1 Bunts

- 2.1.1 Bunting is ALLOWED in the Bronco Majors division.
- 2.1.2 Batters are not allowed to fake bunt (showing a bunt, and then pulling the bat back and making a full swing). Such a violation shall result in the batter being called out.
- 2.1.3 Suicide squeeze bunts are NOT allowed at any level. See Appendix E, Section 8 for definition.
- 2.1.4 Safety squeeze bunts are allowed only at the Bronco Majors and Pony level, provided that the runner from third does not break for home until the pitch is made. See Appendix E, Section 8 for definition.

2.2 The Drop Third Strike rule does apply in this division.

2.3 The Infield fly rule does apply in this division.

4.0 BASERUNNING

2.4 There is no advancing of any base IF the leading team attains a 7 or more run lead. Their team may not advance until their lead decreases to less than 7 runs, or until after the 5th inning.

2.5 Stealing is allowed for the following bases:

Level	2nd	3rd	Home
Majors	YES	YES	YES

2.6 Base runners are allowed to steal home. Runners may advance on a wild pitch, passed ball, pick-off attempt to any base or a throw to a base on a steal attempt or any other baseball play when the ball is in play.

2.7 Leadoffs are allowed.

2.8 Delayed steals are not allowed at any level. See Appendix E for definition.

5.0 PITCHING

2.9 Pitching limits: the following table shall apply to game and weekly pitching limits (innings):

Level	per Game	per Week
Majors	3	9

2.10 Balks will be called with the exception of a breaking pitch. One warning shall be given to each pitcher. The umpire shall call time, declare no pitch and discuss with the pitcher.

2.10.1 The ball is dead at the time of the balk. No runner may advance on a balk warning.

Runners stealing shall return to the base occupied at the time of the balk warning.

2.11 Breaking Pitches

2.11.1 Pitchers are not permitted to throw breaking pitches, such as a curve, slider or slip pitch. Umpires shall be the sole judge as to whether a pitcher has violated this rule.

2.11.2 Pitchers violating this rule shall be given a warning on the first offense. On the second offense, a ball shall be awarded, or if there are baserunners, a balk shall be called.

2.12 Pitchers can't pitch more than 1 inning in a game (applies only for Prospect Heights part time travel players)

**APPENDIX D – PONY SPECIAL RULES  
NEXT PAGE**

## APPENDIX D PONY LEAGUE SPECIAL RULES

The Pony Division shall consist of players in 7<sup>th</sup> and 8<sup>th</sup> grades.

- 1.0 SUBSTITUTIONS: If a team is unable to field 8 players, additional players may be “called up” or “borrowed” from another team in the lower level Bronco B division. Teams should not borrow the same player more than once. Any borrowed player may only play the outfield and shall be placed last in the batting order.

1.1.1 In the Championship (Playoff) Tournament, no substitutions will be allowed and teams play with all available rostered players.

- 2.0 FIELD DIMENSIONS - Bases and Pitcher’s Mound Distances:

Level	Bases	Pitcher’s Mound
Pony	80’	54’

Pitcher’s Mound distances shall be measured from the front of the pitcher’s plate to the back corner of home plate.

- 3.0 BATTING

- 3.1 Bunting

3.1.1 Bunting is ALLOWED in the Pony division.

3.1.2 Batters are not allowed to fake bunt (showing a bunt, and then pulling the bat back and making a full swing). Such a violation shall result in the batter being called out.

3.1.3 Suicide squeeze bunts are NOT allowed at any level. See Appendix E, Section 8 for definition.

3.1.4 Safety squeeze bunts are allowed only at the Bronco Majors and Pony level, provided that the runner from third does not break for home until the pitch is made. See Appendix E, Section 8 for definition.

3.2 The Drop Third Strike rule does apply in this division.

3.3 The Infield fly rule does apply in this division.

- 4.0 BASERUNNING

4.1 There is no advancing of any base IF the leading team attains a 7 or more run lead. Their team may not advance until their lead decreases to less than 7 runs, or until after the 5th inning.

4.2 Stealing is allowed for the following bases:

Level	2nd	3rd	Home
Pony	YES	YES	YES

4.3 Runners may advance on a wild pitch, passed ball, pick-off attempt to any base or a throw to a base on a steal attempt or any other baseball play when the ball is in play.

4.4 Leadoffs are allowed.

4.5 Delayed steals are not allowed at any level. See Appendix E for definition.

- 5.0 PITCHING

5.1 Pitching limits: the following table shall apply to game and weekly pitching limits (innings):

Level	per Week	per Game
Pony	9	3

5.2 Balks will be called with the exception of a breaking pitch. One warning shall be given to each pitcher. The umpire shall call time, declare no pitch and discuss with the pitcher.

5.2.1 The ball is dead at the time of the balk. No runner may advance on a balk warning. Runners stealing shall return to the base occupied at the time of the balk warning.

- 6.0 Metal Spikes ARE permitted but are prohibited on turf fields.

**APPENDIX E – COMMON RULE INTERPRETATIONS**  
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## APPENDIX E

## COMMON RULE INTERPRETATIONS

### 1.0 INFIELD FLY

- 1.1 The call of infield fly is NOT automatic.
- 1.2 It is a judgment call based on several factors
  - 1.2.1 Height of the ball: it must be of sufficient height that a player with ordinary effort can “camp” under the ball. In general, if an infielder must turn and run towards the outfield, infield fly should not be called. Backing up a few steps to get under the ball does not constitute “running”. A general guide is the play should be a routine play the average player should consistently make. This is a judgment call only made by the umpire.
  - 1.2.2 Wind: If there are strong winds, the umpire must consider the wind strength, direction, and the ability of the fielders.
- 1.3 It is the players and coaches responsibility to know when an infield fly situation exists.
- 1.4 If the infield fly has not been declared does not mean it is not valid and may be delayed. If neither umpire (if 2) signals infield fly, they may confer to determine if a valid infield fly did exist. If they confer with each other, the Home Plate Umpire shall make such an announcement.

### 2.0 SLIDE RULE

- 2.1 While a player needs to slide to avoid contact, failure to slide does not constitute an automatic out if
  - 2.1.1 The runner otherwise avoids contact (turning away from the play)
  - 2.1.2 The fielder does not have possession of the ball. Possession is defined as having secure control of the ball.
- 2.2 All slides must be legal and directly to the base

### 3.0 FOUL TIP vs FOUL BALL

- 3.1 A foul tip goes directly from the batter’s bat to the catcher’s mitt and is caught and controlled by the catcher
- 3.2 A foul tip is a LIVE ball. Runners may steal on a foul tip.
- 3.3 A foul ball is a DEAD ball and no runners may advance

### 4.0 INADVERTENT FOUL BALL CALL

- 4.1 If the umpire inadvertently calls foul ball, the call shall stand, even if the ball becomes fair. If a foul fly ball is caught, but is inadvertently called foul, the ball shall remain live. It is up to the runners to be aware.

### 5.0 OBSTRUCTION

- 5.1 Obstruction is a judgment call. When the call of obstruction is made, the umpire will protect the runner to the base which the umpire feels the runner would have achieved had the obstruction not occurred.
- 5.2 If the runner achieves the protected base, the obstruction is ignored.
- 5.3 If the award of a base on obstruction forces a leading runner to advance further, the leading runner shall be awarded the furthest base.

### 6.0 MALICIOUS CONTACT

- 6.1 Malicious contact occurs when a player intentionally contacts another player with intent to do harm. This is a judgment call to be made by the umpire. It is NOT subject to review or reversal.
- 6.2 A runner and a fielder colliding does not automatically constitute malicious contact. An example would be a collision at first base between the batter-runner and the fielder. This is referred to in umpire circles as a “train wreck”. A reasonable guide for umpires is that if neither player extends

their arms in an attempt to push the other away, it is not malicious contact. However, interference or obstruction may be called as the situation warrants. This is a judgment call on the part of the umpire and may not be challenged.

- 6.3 Malicious contact results in three things
  - 6.3.1 The play is immediately dead. No further plays can be made.
  - 6.3.2 The offending player is ejected.
  - 6.3.3 Runners in between bases MAY be awarded bases beyond the base which had been achieved at the time of the Malicious Contact call as if the Malicious Contact had not occurred
- 6.4 If there is both obstruction and malicious contact, malicious contact supersedes the obstruction.
  - 6.4.1 If the player causing malicious contact is a runner, the runner shall be called
    - 6.4.1.1 Out and ejected if a base has not been achieved. If the malicious contact occurs with the runner standing on the base, the runner remains safe but is ejected.
    - 6.4.1.2 Safe if the runner has scored and the malicious contact occurs AFTER the runner has achieved home plate. The run scores but the runner is ejected.
  - 6.4.2 If the player causing malicious contact is the defensive player and obstruction has occurred, the runner shall be awarded the appropriate base and the offending defensive player shall be ejected.
- 6.5 If the defensive player has initiated malicious contact with possession of the ball, the runner shall be ruled safe or out based on whether the runner has been tagged before or after the runner has achieved the base. In either case, the defensive player shall be ejected.

## **7.0 DELAYED STEALS**

- 7.1 Delayed Stealing is defined as when a runner attempts to advance to the next base after taking their secondary lead.

## **8.0 SQUEEZE BUNTS**

- 8.1 Suicide Squeeze Bunt is defined as a squeeze play in which the runner runs all out at the pitch without knowing whether the batter will contact the ball.
- 8.2 Safety Squeeze Bunt is defined as when the runner on third base waits until the batter has successfully bunted before trying to score.

## **9.0 SPECIAL**

- 9.1 If an umpire has made a call in error which places an unfair advantage on either team, the Home Plate (if two umpires) umpire has the right to and authority to correct the disadvantage. This may include declaring a runner out, safe, or awarding of bases or any other ruling the umpire deems necessary. Such ruling shall be final and not subject to reversal or appeal.

\*\*\*\*\*END OF RULES\*\*\*\*\*



# Mt. Prospect Park District Youth Baseball

## Rules Quick Sheet

RULE	BRONCO B	BRONCO A	BRONCO MAJORS	PONY
Base Length	60 ft	65 ft	70 ft	80 ft
Pitching Distance	42 ft	46 ft	48 ft	54 ft
Innings/ Official Game	6 inning game	6 inning game (4 innings for an official game unless the home team is leading after 3.5 inn.)	6 inning game (4 innings for an official game unless the home team is leading after 3.5 inn.)	7 inning game (4 innings for an official game unless the home team is leading after 3.5 inn.)
Time Limit	1 hour, 45 minutes HARD CUT: 2 hours	1 hour, 45 minutes HARD CUT: 2 hours	1 hour, 45 minutes HARD CUT: 2 hours	2 hours HARD CUT: 2 hours, 15 mins.
Mercy Rule	N/A	12 runs after 4 inn. 10 runs after 5 inn.		
Bats	Max Length: 30 in Max Diameter: 2 ½ in BPF: 1.15 Drop: -13	Max Length: 33 in Max Diameter: 2 ¾ in BPF: 1.15 Drop: -12	Max Length: 33 in Max Diameter: 2 ¾ in BPF: 1.15 Drop: -12	Max Length: 34 in Max Diameter: 2 ¾ in BPF: 1.15 Drop: -8
Pitching Limits	PER GAME: Max. 2 innings PER WEEK: Max. 6 innings	PER GAME: Max. 2 innings PER WEEK: Max. 6 innings	PER GAME: Max. 3 innings PER WEEK: Max. 9 innings	PER GAME: Max. 3 innings PER WEEK: Max. 9 innings
Balks	N/A	N/A	Yes with warning	Yes with warning
Infield Fly Rule	No	Yes	Yes	Yes
Batting Order	Continuous Order	Continuous Order	Continuous Order	Continuous Order
Drop 3rd Strike	No	No	Yes	Yes
Bunting	No	No	Yes	Yes
Leadoffs	No	No	Yes	Yes
Base Stealing	Stealing of 3rd base only once Kid Pitch Begins	Steals allowed once ball crossed the plate Stealing of 2nd base after week 3. No Stealing of Home	All Bases	All Bases
Baserunning Advancement	advance only ONE base on a fielding overthrow, except from Catcher to Pitcher. Limit 7 run lead.	advance only ONE base on a fielding overthrow, except from Catcher to Pitcher. Limit 7 run lead.	No advancement with a 7 run lead or more.	No advancement with a 7 run lead or more.

Please see the Rule Book for further details on these rules.