

**NILES PARK DISTRICT  
FALL BASEBALL LEAGUE  
2024 Rules (updated 7/1/24)**

**1. SPORTSMANSHIP:** All coaches, players, parents and fans must follow our Zero Tolerance Policy. Yelling, arguing or confronting another parent/coach/player/umpire is not allowed. The umpire call is final. Cheering is allowed but must be positive and only for your team. Once a pitcher begins his wind up **all cheers must end**. In the event of a lopsided game, the winning team should take into consideration the use of non-regular pitchers or position players to still make the game fun.

**2. GAME LENGTH:**

- A) All Divisions – Each game has a drop-dead time of 2 hours. Umpires watch is official time.
- B) 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> Minors - 6 inning game. 3 outs or 5 runs end an inning.  
*\*Last inning will be unlimited runs scored. Both coaches and the umpire must state which is the last inning before the 1<sup>st</sup> pitch of the top of that inning as the time limit may come into effect.*
- C) 3/4<sup>th</sup> Majors, 5/6<sup>th</sup> & 7/8<sup>th</sup> - 6 inning game. 3 outs end an inning.
- D) A game is considered an official game after 4 innings. If the home team is leading after 3 ½ innings the game is considered official and home team is deemed the winner.
- E) If a game is called due to inclement weather or time, official game rules apply. Games that have reached complete game status will be reported as final. If a game is called in the middle of the 5<sup>th</sup> or 6<sup>th</sup> inning the score will revert to the last completed inning. Games that did not get to complete game status will be replayed from the beginning.
- F) Games can end in ties.
- G) Slaughter Rule for all divisions: - 10 runs after 4 complete innings. (Losing team must get 4 at-bats).  
*\*Weather delays don't count towards the playing time.*

**3. STARTING A GAME:** Games can and should begin with just 7 players. A continuous batting order will be used for all players present for the game. Players arriving late and before the 1<sup>st</sup> pitch of the 4<sup>th</sup> inning must be added to the end of the batting order. Players arriving after the 1<sup>st</sup> pitch of the 4<sup>th</sup> inning may not play in the game. An injured player can be removed from the game and may not return once their turn in the batting order has passed with no out being charged. A team may call up a rostered player from the age group below to give them 9 total players. Call-ups must bat last in the order and can only play the outfield.

- 7/8<sup>th</sup> boys can call up from 5/6<sup>th</sup> league.
- 5/6<sup>th</sup> Major can all up from 5/6<sup>th</sup> minor or 3<sup>rd</sup>/4<sup>th</sup> leagues.
- 3/4<sup>th</sup> Major can call up 3/4<sup>th</sup> Minors.
- 3/4<sup>th</sup> Minor can call up from 1/2<sup>nd</sup> league.
- 1<sup>st</sup>/2<sup>nd</sup> is the only division allowed to borrow from within the league as there is nobody to call up from.

**4. BASE DISTANCE:**

- A) 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> Minors - 60 Ft.
- B) 3<sup>rd</sup>/4<sup>th</sup> Majors - 65 Ft.
- C) 5<sup>th</sup>/6<sup>th</sup> - 70 Ft.
- D) 7<sup>th</sup>/8<sup>th</sup> - 80 Ft.

**5. PITCHING DISTANCE:**

- A) 1<sup>st</sup>/2<sup>nd</sup> at 40ft.
- B) 3<sup>rd</sup>/4<sup>th</sup> at 46ft.
- C) 5<sup>th</sup>/6<sup>th</sup> at 50ft.
- D) 7<sup>th</sup>/8<sup>th</sup> at 54ft.

**6. BALKS:**

- A) 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> - NO BALKS
- B) 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> BALKS (1 warning per pitcher)

**7. STEALING & LEADOFFS:**

- A) 1<sup>st</sup>/2<sup>nd</sup> - No stealing or lead offs.
- B) 3<sup>rd</sup>/4<sup>th</sup> Minors - Steal 2<sup>nd</sup> & 3<sup>rd</sup> base only after the ball crosses home plate. Leadoffs ok anytime after ball crosses home plate.
- C) 3<sup>rd</sup>/4<sup>th</sup> Majors – Lead-off or steal any base after the ball leaves the pitcher's hand.
- D) 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> – Stealing and leadoffs at anytime.

**8. DROP THIRD STRIKES:**

- A) 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> NO
- B) 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> YES

**9. INFIELD FLY**

- A) 1<sup>st</sup>/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup> NO
- B) 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> YES

## **10. BUNTING**

- A) Bunting is allowed at all levels
- B) Showing bunt and taking a pitch is allowed at all levels.
- C) Showing bunt but then swinging is not allowed at any level. Batter will be called out.

## **11. OVERTHROWS**

- A) 1<sup>st</sup>/2<sup>nd</sup> – No advancement on overthrows. Even if ball goes out of play.
- B) 3<sup>rd</sup>/4<sup>th</sup> Minors – Runners can advance only 1 extra base on overthrows except for steal attempts. Runners can't advance on overthrows on steal attempts.
- C) 3<sup>rd</sup>/4<sup>th</sup> Majors, 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> – Runners can advance as many bases at their own risk.

**12. LEGAL BATS:** For a bat to be legal it must be permanently marked "1.15 BPF" "USA" "BBCOR" or be a wood bat.

## **13. PITCHING RULES ALL LEVELS:**

- A) One pitch constitutes one inning pitched.
- B) A pitcher taken out during an inning may NOT return during that inning.
- C) 1<sup>st</sup>/2<sup>nd</sup> may pitch a maximum of 2 innings per game.
- D) 3<sup>rd</sup>/4<sup>th</sup> and 5<sup>th</sup>/6<sup>th</sup> may pitch a maximum of 3 innings per game.
- E) 7<sup>th</sup>/8<sup>th</sup> may pitch a maximum of 4 innings per game.
- F) Innings do not need to be consecutive.
- G) If a pitcher hits two batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and can't pitch the rest of the game.

**14. SLIDE RULE:** A runner never has to slide but a runner always has to avoid making contact or altering the play of the fielder. Any runner who initiates malicious contact will be ejected from the game.

## **15. ADVANCING HOME**

- A) (1<sup>st</sup>/2<sup>nd</sup>) Runners can only advance home on a batted ball or bases loaded HBP.
- B) (3<sup>rd</sup>/4<sup>th</sup> Minors) Runners are not allowed to advance home on a WILD PITCH, PASSED BALL OR OVERTHROW ON A STEAL ATTEMPT.
- C) (3<sup>rd</sup>/4<sup>th</sup> Majors, 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup>) Runners can advance home at any time at their own discretion.

## **16. PLAYING TIME RULES:**

- A) All divisions: Every player must play in at least 3 of the 6 innings.
- B) All divisions: No player can sit out a second time before everyone else has sat out once.

**17. PLAYER UNIFORMS:** All players in all divisions must be in uniform and on a roster submitted to the Niles Park District. Any player not in their Niles Park District issued uniform will not be allowed to play. Metal cleats are only allowed for the 7/8<sup>th</sup> grade division. All other players must wear plastic or rubber cleats.

**18. NFHS Rules:** Anything not covered by the house rules will be based on the National Federation High School rules.

### **2024 Special 1<sup>st</sup>/2<sup>nd</sup> Rules**

1. Kids will pitch all 6 innings of each game.
2. No walks will be permitted. If ball four is called the batter will not be awarded first base. The strike count will remain the same. The batter's coach will have a max of 3 pitches until the ball is put into play or the batter strikes out. If a batter fouls off the 3<sup>rd</sup> pitch or any pitch thereafter, he will continue his at-bat until he puts the ball into play, swings and misses or takes a pitch.
3. The coach must pitch from the same mound as the child. The child pitcher must position themselves within 3ft to the left or right of the coach and align even with the pitcher's mound.
4. Whenever a player is hit by a 'kid' pitch on a fly, they will be awarded 1<sup>st</sup> base. If a pitch bounces once and hits a batter they will be awarded 1<sup>st</sup> base as long as they make an attempt to get out of the way. A pitch that bounce 2 or more times and hits the batter will be called a ball.
5. 10 players will be on the field. P-C-3B-SS-2B-1B-LF-LCF-RCF-RF. There must be 4 players in the outfield grass or at least 15 ft. behind 2<sup>nd</sup> base once the pitcher starts his motion. After the ball is released, players can move anywhere on the field.
6. A coach of the pitching team will be allowed to stand 6ft. behind the catcher/batter to assist with throwing back any pitched balls that are not caught by the catcher. This will speed up the game immensely.
7. The play will be called dead when the pitcher has control of the ball within the baselines in the infield