

The Network League – Rules – Belvidere Youth Baseball, Inc.

Extra Players & Continuous Batting

Teams will use a continuous batting order with all players present in the line-up. If additional players arrive late, they must be added to the bottom of the order without penalty. There is free defensive substitution within the continuous order in the lineup, with the exception of the pitcher, who cannot re-enter as the pitcher once replaced.

Pitching Limitations

Please do not overuse pitchers. Take advantage of an opportunity to develop pitchers.

Courtesy Runners

Courtesy runners are optional any time for the pitcher & catcher, but mandatory with two outs. The courtesy runner will be the player who made the previous out. If both the pitcher and the catcher get on base in the same inning, then the runner for the second player will be the player who made the previous out to the last out. If either the pitcher or catcher is the first hitter in the inning, the runners are selected from the recorded outs from the previous inning. If the pitcher or catcher is the leadoff hitter and reaches base safely in his first at bat, he must stay on base until an out is recorded. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning with the exception of the top of the first inning. The pitcher and/or catcher are considered official if they are listed as such with the starting lineup.

Time Limits

The start time begins with the coin flip to decide home/visitor. Time limits are as follows:
9U – 13U - one hour and 40 minutes

No new inning can begin after the time limit has passed. If the home team is ahead at the time limit, the game ends after the top half of the inning. If a game is called due to rain, darkness, or other acts of God and cannot be resumed, it will not be made-up, and the result is final regardless of the inning. A drop dead time of 2 hours and 5 minutes (125 minutes) will be in effect for all games, regardless of inning. Score will revert to previous full, completed inning if this happens.

Teams should be prepared to start games as much as 15 minutes *prior* to the scheduled start time in order to keep games moving.

8U-10U – 6 Inning Games / 11U-14U – 7 Inning Games

Mercy Rules

All Games: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.

Tie Games

In the event a game is tied after a time limit expires or the regulation innings have been completed we will use the following rule in an attempt to break the tie:

- 1) Each team will start each extra inning with a runner on second base and one out. The player on second will be the player who was the third out from the previous inning.
- 2) Each batter will start his/her turn at bat with a 1-ball 1-strike count.
- 3) There will be a limit of one full extra inning played by rules 1 and 2. After one extra inning, if the game is still a tie, the game will end in a tie.

The tie breaker only occurs if time allows. Once 125 minutes are up, game is over. See time limit rules.

Home Team

Home team will be determined by coin flip in all games (governed by the umpires). It does not matter which dugout teams occupy.

Slide Rule

This will be governed by IHSA rules at the discretion of the umpires.

Intentional Walks

There will be no pitches thrown to intentionally walk a batter. Notify the umpire and the batter will awarded 1st base.

Warm – Up

There will be no infield practice. Any warm ups must be done outside the playing field. Teams are allowed to play catch in the outfield areas if time allows. Please do not flip drill into fences or step on foul lines for warm ups. Flip drills or hitting practice of any kind is not allowed in the outfields.

Bat Restrictions

For a baseball bat to be legal in this event, it must have the USSSA logo, follow the USSSA rule book, and be manufactured by a current USSSA licensed baseball bat manufacturer. See the USSSA website for more details and a complete list of suppliers. Or, the bat may have the USA Baseball logo, follow their guidelines, and be legal. Penalty for an illegal bat is that the user is out, and runners return to the bases occupied prior to his/her at-bat (if applicable).

Balks

For 9U, there are no balks as lead-offs are not permitted. The umpire can stop play to correct a pitcher as a warning, but no balks will be called and no runners will advance.

For 10U, one balk warning per pitcher will exist. After the warning, the penalty of baserunners advancing will be applied.

All other ages play by IHSA rules for balks.

Rosters

Rosters are determined by uniformed players present. No official roster will be submitted to Belvidere Youth Baseball, Inc.. All players must be covered by team insurance and qualify by age to legally participate.

Birth Certificates

Each team is required to have copies of all birth certificates at each game they play. Birth certificates will only be checked if there is a challenge regarding a player's age. If there is a player challenge and a team is unable to produce a birth certificate for that player, he will be declared illegal, and the current game will be forfeited. A challenge will be carried out by the by the Umpire-In-Chief. No post-game challenges will be allowed. All challenges must occur within the first three innings of the game, unless that player was not present during those innings. No challenges will be granted after that point.

Ejections

If a coach/fan is ejected from a game, he/she must leave the premises for the remainder of that game. The return of ejected coaches/fans will be at the League Director's discretion. League Directors have the authority to eject a player or team anytime. Additional penalties may be assessed as deemed by the League Director. A player ejected must sit out for the remainder of that game. Player ejections will result in a player being confined to the dugout. Any player ejected for fighting or unruly behavior may be asked to leave the park at the discretion of an umpire, but must be accompanied by a legal adult, parent, or guardian. A zero tolerance policy will be enforced regarding fan and team behavior. Unruly fans or teams will be asked to leave the facility. If a fan, coach or player gets too far out of control they will be subject to arrest. As these rules indicate, the matter of disorderly conduct will be taken seriously.

Protests

Umpires will work to settle all situations on the field. Protests will not be allowed.

Dimensions

9U Baseball: Bases will be at 65 feet. The pitcher's plate will be at 46'.

10U Baseball: Bases will be at 65 feet. The pitcher's plate will be at 46'.
11U Baseball: Bases will be at 70 feet. The pitcher's plate will be at 50'.
12U Baseball: Bases will be at 70 feet. The pitcher's plate will be at 50'.
13U Baseball: Bases will be at 80 feet. The pitcher's plate will be at 54'.

Rules/Regulations

Games will be governed according to IHSA rules and regulations unless otherwise specified in these rules.

Age Restrictions

Age cut-off is April 30, 2018. A player who turns *(9,10,11,12,13) years of age on April 30th or later is eligible to play in that age division.

Seeding Tie Breakers

Once you advance to the next tiebreaker criteria, you do not return to the previous criteria. Runs are considered amongst all teams played not just the tied teams.

Head to Head, Runs Allowed, Run Differential (Max +/- 8 Runs per game), Coin Flip

Scheduling

If there are enough teams in the league/age division, the schedule will consist of a round of games to play each team (or most teams) in the league. Then, based on record, the final 3-4 weeks will be scheduled with teams playing other teams of similar standing.

9U Special Rules

9U Base Running

1. Lead-offs are not allowed.
2. Stealing is legal, but runners may not leave the base until the pitch crosses home plate. In order for the penalty to be enforced, the defensive team must ask for a dead-ball appeal after the play.
If the pitch is not put into play, the penalty for leaving early is that the runner is out. All other runners return to base at time of pitch, if they also tried to advance in any way.
If the pitch is batted into play, the penalty for leaving early is that the runner who left early is out, and all other runners may advance on the batted ball. *In order for the runner who left early to be called out, the defensive team must ask for a dead-ball appeal after the play.*
In the event that this is the third out of the inning, all runners on-base ahead of the penalized runner will count as runs *if* they scored legally during the play. Any runners who scored behind the penalized runner will not count.
3. Stealing home **is allowed**.

9U Balks

No balks at the 9U level. If deemed necessary by the umpire, a 'warning' can stop play, but no runners can advance and no penalty enforced.

Slash/Slug Bunts

No slash/slug bunts are allowed at any level. This is defined as squaring to bunt, and then pulling back or moving the attempt while the pitcher is in motion and taking a full swing. If this occurs, it is an immediate dead ball, the batter is out, and no runners advance. A warning should be issued to the violating coach. A second violation of this rule will merit an ejection of the head coach of the offending team.

Fake bunts are legal.