

2024 Chicagoland Sunday Fall Ball Baseball Rules (September 4th, 2024)

1. INSURANCE COVERAGE

Teams must provide proof of league insurance coverage with their registration.

Chicagoland Sunday Baseball follows Pony League rules, unless there is an exception listed below.

Age for 2024 fall ball season – All players are to be playing at their 2025 baseball season age level, using April 30th as the cutoff date. The players age on April 30th, 2025 determines what age level to play in for the fall season.

2. LENGTH OF GAMES

Pinto (7 &8)	6 innings
Mustang (9 &10)	6 innings
Bronco (11 &12)	7 innings
Pony (13 & 14)	7 innings

3. SLAUGHTER RULE

Although there is no limit to the number of runs a team can score in an inning, if at the end of the below mentioned inning that team is **fifteen (15)** runs ahead, the game is complete.

Pinto	After 3 innings (2 ½ if the home team is ahead)
Mustang	After 3 innings (2 ½ if the home team is ahead)
Bronco	After 4 innings (3 ½ if the home team is ahead)
Pony	After 4 innings (3 ½ if the home team is ahead)

If at the end of the below mentioned inning that team is **twelve (12)** runs ahead, the game is complete. The slaughter rule for Fall is a little higher with the intention of giving teams that are traveling a chance to play some more baseball.

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

4. DIMENSIONS

<u>Pitching</u>	<u>mound</u>	<u>Bases</u>
• Pinto (7 & 8 yr olds)	38' to 40'	60'
• Mustang (9 & 10 yr olds)	44' to 46'	60'
• Bronco (11 & 12 yr olds)	48' to 50'	70'
• Pony (13 & 14 yr olds)	54'	80'

5. EQUIPMENT

All on deck batters must wear protective helmets.

Only rubber spikes and gym shoes are allowed for Pinto, Mustang and Bronco

Bats – 2024 season

- Bat Rules
 - In conjunction with USA Baseball and its other participating organizations (Little League, Pony League , Cal Ripken and others Chicagoland Sunday Baseball is following the USA Baseball standard (USABat). All 2 ¼” and 2 5/8” barrel bats with a minus factor of (-5,-7,-9,etc) **must** be USA Bat certified with the USABat licensing stamp on the bat.
 - No 2 3/4 ‘ barrels are allowed at any level in CLSB.
 - Chicagoland Sunday Baseball expects all managers to adhere to the rule, but in the event of an infraction, both teams are to respectfully honor the rule.
 - BBCOR bats may be used at any level. (Must be stamped with a BPF of .50)
 - If a player is found to have an ‘illegal’ bat, the following rule applies:
 - If the bat is identified prior to the player putting the ball in play, the manager of the ‘guilty’ player must remove the bat from the playing field. No penalty given to the player and the player continues his at bat.
 - If the bat is identified after the ball is in play, then the bat is to be shown to the umpire. If the bat is ‘illegal’ then the player is called out and all runners return to the bases that they previously occupied. The manager of the ‘guilty’ player must remove the bat from the playing field.

Chicagoland Sunday Baseball expects all managers to adhere to the rule, but in the event of an infraction, both teams are to respectfully honor the rule.

Absolutely no players with soft or hard casts are allowed to play.

6. PITCHING

	<u>Per Game</u>
Pinto	2 innings
Mustang	2 innings
Bronco	3 innings
Pony	3 innings

One pitch constitutes an inning.

Balks: Pony & Bronco only. The umpire shall give each pitcher one warning before the balk rule will be enforced. (No balks in the Pinto/Mustang Division)

If a pitcher hits three batters in a game he must be removed.

A pitching change must occur on a manager or coach’s second trip to the mound in the same inning with the same pitcher, except in the case of an injury.

7. SUBSTITUTIONS

In any Chicago Sunday Baseball Tournament, a player removed from the game may return to the game in any position except the pitching position. The batting order may not change and roster batting is in effect. All players must play a minimum of three defensive innings in the field. No late arriving player is allowed to enter a game after the end of the 2nd inning. If a player is expected to arrive late, the manager of the team with the late player must inform the opposing manager **prior** to the start of the game about the late player and insert the player in the last spot in the batting order. A player arriving late to a game must enter the game before the first pitch of the third inning. If the spot being held for the late player is up to bat prior to the player's arrival, the batting team will receive an automatic out every time the missing player is to have an official at bat. It is possible if a late player is added to the line-up and does not show up, that every time their spot in the batting order is up to bat that the affected team can receive multiple outs throughout the game for the no show. **Any player that is not inserted into the lineup prior to the start of the game is not allowed to play in that game.**

8. MISCELLANEOUS RULES

Stealing, lead-offs and batting order:

	<u>Stealing</u>	<u>Lead-offs</u>	<u>Batting Order</u>
Pinto	Not Allowed	Not Allowed	Continuous
Mustang	Allowed*	Not Allowed	Continuous
Bronco	Allowed	Allowed	Continuous
Pony	Allowed	Allowed	Continuous

- Mustang players cannot leave a base they occupy until the pitched ball has passed home plate. Once a pitcher has stepped on the rubber, runners who leave bases before the pitched ball passes home plate shall be called out and the pitch shall be considered a dead ball.

Bunting is allowed at the Mustang level. Fake bunting is not allowed at Pinto/Mustang.

Infield fly rule shall be in effect in the Bronco & Pony Division only.

Dropped third strike applies in the Bronco & Pony Division only.

Kill play – **Pinto/Mustang level** – play is considered stopped and runners should not advance when the **pitcher or any other player** has possession of the ball **on the pitching mound**. If a runner is more than half way to the next base when the ball gets on the mound, the runner gets to occupy the next base. If the player in possession of the ball on the pitching mound puts the ball back in play, the play is 'live' again and both the defensive team and offensive team will proceed at their own risk. **IN ORDER TO STOP THE PLAY, ALL THE DEFENSIVE TEAM NEEDS TO DO IS TO KEEP THE BALL ON THE MOUND.** The **mound is** considered the part of the field that is **within a 3 foot radius of the pitching rubber**. The judgment of the umpire is final.

9. GROUND RULES

A discussion of the ground rules between the managers and umpires should take place before each game.

All players on the batting team, except the on deck batter must remain in the dugout except for retrieving bats or warming up pitchers.

Bats, helmets, and equipment must be kept in the dugout during games.

Contact with equipment on the field of play shall be considered a dead ball and runners may advance one base (same rule as if ball were to go out of play)

No Smoking on the field.

No alcoholic beverages in the baseball park area.

10. FORFEITURE

The umpire may declare a forfeiture under the following conditions:

A team fails to field nine rostered players within ten minutes of the games starting time.

Failure to complete a game not officially called by an umpire.

Failure to comply with an umpire's directive to remove a fan, coach, manager or player previously ejected from the area. The term area shall be defined as the umpire's field of vision from his position on the field. Each manager is responsible for the action of his players, coaches, and fans.

Should a player, coach, fan or manager direct remarks to other than their own team the following procedure will be used:

A warning will be given to the manager. The umpire will designate the disruptive person(s). The manager should then attempt to correct the problem.

If the person designated by the umpire fails to comply with the warning, the umpire shall inform the manager that the offending person has 5 minutes to leave the area or the game shall be forfeited.

In the event of a forfeit, the official score will be 7-0.

11. FIELD SAFETY

Play shall be immediately halted in the event any player is injured. The umpire shall have the final say on where the base runners are positioned.

A runner is automatically out, if he intentionally or un-intentionally, runs into or interferes with a fielder who is attempting to play a hit or thrown ball.

A runner who fails to slide or fails to attempt to avoid a fielder who has the ball and is waiting to make a tag is out.

A fielder may not block the path of a runner attempting to reach a base unless the fielder has possession of the ball or is in the process of fielding the ball.

12. UMPIRE CONTROL

Umpires are in complete control of all games from the game's scheduled start time. The following is a guide to the control an umpire may exert in officiating a game:

The umpire will offer a warning to players, coaches or managers for but not limited to:

Throwing of equipment

Improper or unsportsmanlike conduct

Harassment of an umpire

An Umpire will eject players, coaches or managers for but not limited to:

- A second infraction of a previously warned issue
- Profanity
- Destruction of property or equipment
- Any act of physical violence

13. Game Time Restrictions

Each game will be assessed a 2 hour and 15 minute time limit. This means that no inning can start later than 2 hours and 15 minutes from the start time of the game. Some towns may have a local time rule at their fields that makes the time slot available shorter time for the game. If that is the case then the local time rule needs to be honored so that the host town can maximize the use of their fields.

Games that are not able to be completed due to rain shall be considered complete games after the below designated inning. Incomplete games will be continued from the point of stoppage at a later date

Pinto	After 4 innings (3 ½ if the home team is ahead)
Mustang	After 4 innings (3 ½ if the home team is ahead)
Bronco	After 5 innings (4 ½ if the home team is ahead)
Pony	After 5 innings (4 ½ if the home team is ahead)

A decision to continue the game at a later date is the decision of the two managers involved in the game. CLSB recommends that both managers takes into consideration the current score and distance travelled when making a decision to continue a rain shortened game at a later date.

14. Player Safety

Each manager is responsible for their players' safety. If the field conditions are poor and provide a risk to the players, the managers need to put safety first and reschedule the game. Some towns have lights on their fields. If either the visiting team feels that the quality of the lights are not safe, you are to cancel the game and then should contact Chicagoland Sunday Baseball to notify the league of the field with the light issue.

15. Discipline issues

In the event of there being an issue with the behavior of a player, coach or fan, the following process should be followed:

- An e-mail is to be sent to chicagosundayball@yahoo.com that documents the incident on the field. Please include your phone number.
- Chicagoland Sunday Baseball will open an investigation on the incident and complete the investigation within 7 days of the event being reported to the league.
- The president of both towns involved will be notified of the incident.
- Chicagoland Sunday Baseball will interview both managers, the umpire and any other eye witnesses that were present when the event occurred.
- After CLSB completes their investigation, an e-mail will be sent to both managers whose teams were involved in the incident and the presidents of both leagues. The e-mail will document the disciplinary action, if any, being issued by the league.
- In the event of suspensions or removal of a player, coach or parent from the league, CLSB will expect the cooperation of the house league that is responsible for the team.
- In the event a team does not follow the CLSB ruling and suspensions, CLSB will remove the team violating the CLSB ruling from the league and reschedule the rest of the season for the opponents of the team being removed.

16. Regular Season Standings

The seven game season is played so that teams can be placed in the proper playoff bracket for the end of the season tournament. We do not play for first place in the season.

Playoff brackets will be determined based on the win / loss percentage of each team. In the event that a team does not complete their seven game season as a result of rain, their won / loss percentage for the games completed will be used in determining the standings
Standings for regular season tie breaker.

1. Won / Loss percentage
2. If two teams are tied with the same won / loss percentage and they played a different number of games, the team that has the higher amount of victories is the higher seed.
3. In the event two teams are tied in the standings, if the two teams played in the regular season, the team that won the head to head (only in a two team tie) would win the tie-breaker.
4. In the event of three or more teams tied in the standings, the strength of schedule will be used to determine placement. Strength of schedule will be determined based on the number of regular season wins of each the tied team's opponents.

Chicagoland Sunday Baseball will do its best to make sure all scores are reported into the league. The results that are posted on the web site on **Sunday September 29th at 8:00 pm** will be used for the official league standings. Please be sure to post your final weekend's scores by the deadline.

17. Playoffs

Each division (Pinto, Mustang, Bronco and Pony) will have the final standings determined on September 29th based on the on-line standings. If more than one team is tied in the standings with the same won / loss percentage, the team with more wins gets the higher seed. If there are enough teams in the playoffs, we do our best to host two tournaments at the Mustang and Bronco levels, basically an A and a B tournament. Teams in the A tournament will not face

any teams in the B tournament during any part of the tournament. The A and B tournament teams will play for their own set of trophies and championships.

Weekend of October 5th and 6th all teams will need to play two playoff games. One at home and one away. The top four teams after the two game playoffs will advance to the semi-finals on October 14th.

Saturday October 12th – Semi-final games and the championship game will be played on October 12th. October 13th will be the rain-out back-up date.