



## 2025 Chicagoland Sunday Baseball Rules

Date Last Updated: 12/15/2024

*The Chicagoland Sunday Baseball League was formed to allow kids to participate in their house league and play a part-time travel season on Sundays, all for a fraction of the cost of full-time travel baseball. The additional 10-15 games allow your players to continue their development and to represent their house league across the Chicagoland area. The only qualification to enter the league is that your roster is filled with players who only play in their house league.*

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### Insurance Coverage

- Proof of insurance is required with registration. The insurance policy needs to cover your team throughout the entire Spring season

### Deadline for Proof of Insurance

- April 1st, 2025

### Failure to Meet Deadline

- Team is suspended from the league until proof of insurance is provided

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### Age Cutoff

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- April 30th

#### Rule

- Player's age on April 30th is their age for the 2025 Spring season.
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## Length of Games

### Number of Innings

Age Group	Number of Innings
7u	6 Innings
8u	6 Innings
9u	6 Innings
10u	6 Innings
11u	7 Innings
12u	7 Innings
13u	7 Innings
14u	7 Innings

- It is recommended that all players play a minimum of 3 innings in the field.

### Time Limit

- 2 hours for 7u-10u, 2 hours & 15 minutes for 11u-14u
  - Exception: Some towns may have a local time rule restricting the game time further
- Inning in progress can be completed past the time limit
- No new inning can start after the time limit is reached

### Extra Inning Rule

- Additional innings will occur provided:
  - The game is tied
  - Time limit has not expired
- If the game is still tied after extra innings and the duration of the game surpasses the time limit, the game will end in a tie.
- There are no special rules attached to extra innings (ex: California Rules)
  - Extra inning rules will be considered a continuation of the game.

## Slaughter Rule

- No limit to number of runs a team can score in an inning.
- At the end of the below mentioned inning, if a team is **twelve (12) runs** ahead, the game is complete:

Age Group	Number of Innings
7u	4 Innings (3 ½ if the home team is ahead)
8u	4 Innings (3 ½ if the home team is ahead)
9u	4 Innings (3 ½ if the home team is ahead)
10u	4 Innings (3 ½ if the home team is ahead)
11u	5 Innings (4 ½ if the home team is ahead)
12u	5 Innings (4 ½ if the home team is ahead)
13u	5 Innings (4 ½ if the home team is ahead)
14u	5 Innings (4 ½ if the home team is ahead)

- Regular Season vs Memorial Day Tournament Slaughter Rule:
  - The higher slaughter rule for the regular season games is designed to provide the traveling team with more opportunity to play baseball.
  - Regular Season:
    - 12 runs ahead
  - Memorial Day Tournament:
    - 10 runs ahead

## Rain Delay

- Games that are not able to be completed due to rain are considered complete games after the below designated innings.

Age Group	Number of Innings
7u	4 Innings (3 ½ if the home team is ahead)
8u	4 Innings (3 ½ if the home team is ahead)
9u	4 Innings (3 ½ if the home team is ahead)
10u	4 Innings (3 ½ if the home team is ahead)
11u	5 Innings (4 ½ if the home team is ahead)
12u	5 Innings (4 ½ if the home team is ahead)
13u	5 Innings (4 ½ if the home team is ahead)
14u	5 Innings (4 ½ if the home team is ahead)

- Incomplete games will be continued from the point of stoppage at a later date.
  - 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 take into consideration the current score & distance traveled when deciding to continue a rain shortened game at a later date.

## Field Dimensions

Age Group	Distance from Pitching Rubber to Home Plate	Distance Between Bases
7 year olds	38'	60'
8 year olds	40'	60'
9 & 10 year olds	Range from 44' to 46'	60'
11 & 12 year olds	Range from 48' to 50'	70'
13 year olds	54'	80'
14 year olds option 1	54'	80'
14 year olds option 2	60'	90'

- 9u, 10u, 11u & 12u
  - Pitching mound is allowed a 2 foot variance
  - Home team determines where in the range the pitching mound should sit
    - This rule is to support the different types of leagues participating in CLSB (Examples: Little League, Pony League, Cal Ripken)
- 14u Dimension Options
  - Home team determines which field option to use on their home field.
  - Option 2 is available to prepare players for high school baseball
  - If field is only configured for option 1 dimensions, the game should be played with those dimensions

# Pitching

## Limits Per Pitcher

Age Group	Number of Innings	Balk Enforcement (1 Warning Required Per Pitcher)	Max Batters Hit Before Removal of Pitcher from Game
7 & 8 year olds	2 Innings	No	3
9 & 10 year olds	2 Innings	No	3
11 & 12 year olds	3 Innings	Yes	3
13 & 14 year olds	3 Innings	Yes	3

- 1 pitch constitutes an inning

## Balk Rule

- **Balk Defined:**
  - A balk occurs when a pitcher makes an illegal motion on the mound that the umpire deems to be deceitful to the runner(s). As a result, any men on base are awarded the next base, and the pitch (if it was thrown in the first place) is waved off for a dead ball.
- **Chicagoland Sunday Baseball Rule:**
  - Umpire required to give each pitcher one warning before balk rule can be enforced.

## Hybrid Coach Pitch Rule (7u Baseball)

- This rule only applies to the 7u boys' baseball division, as our goal is to continue your players' development as pitchers while simultaneously developing their hitting & fielding skills.
- Your pitcher is allowed to pitch to every batter. However, once your pitcher throws 4 balls, a coach can come in to complete the at bat. There will be no walks to the hitter unless there is a hit by pitch.
- The coach does not come in with a fresh count. If your pitcher throws pitches that were either called strikes or swinging strikes, the batter carries those strikes over to the coach pitch. (if applicable)
- Let's say the count is 3-2 and your pitcher throws ball 4. The coach will then come in and complete the at bat. The batter will still have two strikes in the count, so if the coach throws a strike and the batter swings and misses, it will be considered a strike out and count as an out.
- If a coach comes to pitch during an at bat and there is only 1 strike, the batter can swing and miss twice before the third strike. Same philosophy if there are no strikes in the count.
- The team that is batting will have their coach pitch to their own batters.
- The coach will have to throw overhand from the mound area and their toe does not have to be on the rubber by any means. The pitching distance needs to be appropriate and I do trust your coaches on deciding where to pitch from.

- In the unlikely event that a coach is hit by a ground ball or line drive, the ball is considered live and the play will still need to be completed.

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## Substitutions & Batting Order

### Pitcher Changes

- A pitching change must occur on a manager or coach's second trip to the mound
  - Exception: In case of an injury
- Once a pitching change occurs, the original pitcher may not return to the pitching position for the rest of the game

### Defensive Substitution

- Once a position change occurs, the original player can return to their previous position in the game multiple times
  - Exception: Pitcher - see "Pitcher Changes" rule above

### Batting Order

- CLSB uses continuous batting orders
- All players are required to be included in the line up and bat continuously
- Batting order may not change

### Additional Substitution Rules

- **Late player arrival** – A player arriving late must enter the game before the first pitch of the third inning. The late player must be placed in the last position in the batting order at the start of the game. The manager of the team with the missing player must notify the opposing manager when lineups are exchanged.
- **Automatic Outs** – If a player is unable to bat due to a minor injury, an automatic out will occur each time that player's spot comes up in the batting order. A player who leaves the game early is considered an automatic out each time their spot comes up in the order.
- **Injury and Medical Attention** – If a player suffers a serious injury and must leave the park for medical attention, it is not considered an out when their spot in the lineup comes up. The next batter in the lineup will move up one spot to take the injured player's place in the batting order. The player cannot reenter the game once they leave the ballpark.

## Equipment

### Bat Requirements

- USSSA Bats are NOT allowed
- Only USABat's are allowed
  - Aligns with USA Baseball and its participating organizations (Examples: Little League, Pony League, Cal Ripken)
- Bat must be certified with USABat licensing stamp on the bat
- Bat material allowed:
  - Wood
  - Non-wood
- Bat barrel sizes
  - Allowed
    - 2 1/4"
    - 2 5/8" (Maximum size allowed)
  - Not Allowed:
    - 2 3/4"

Age Group	Minus Factor Allowed	BBCor Certified	BPF .50 Stamp
7 & 8 year olds	Any	Allowed not Required	Required if Using BBCor Certified Bat
9 & 10 year olds	Any	Allowed not Required	Required if Using BBCor Certified Bat
11 & 12 year olds	Any	Allowed not Required	Required if Using BBCor Certified Bat
13 year olds	Any	Allowed not Required	Required if Using BBCor Certified Bat
14 year olds	Only -3 Minus Factor Allowed	Required	Required

- 14 year old rules apply to prepare players for high school baseball
- CLSB will reassess bat rules on an annual basis
- As mentioned above, all BBCOR bats must have a BPF of 0.50. BPF of 1.15 is not allowed

### Failure to Meet Bat Standards

- Bats are to be reviewed by the umpire if a manager/coach calls a bat into question
- In the instance a bat is identified to not meet CLSB standards
  - Prior to player putting the ball in play
    - No penalty given to the player
    - Player's manager is required remove the bat from the playing field
    - Player continues his at bat
  - Ball is in play
    - Player is called out
    - All runners return to the bases they previously occupied
    - Player's manager is required remove the bat from the playing field

## Other Equipment Requirements

- All on-deck batter must wear protective helmets
- No players with soft or hard casts are allowed to play; no exceptions
- Cleat Restrictions
  - 7u-12u
    - Only rubber spikes and gym shoes allowed
  - 13u & 14u
    - No restrictions
      - Exception:
        - Some fields do not allow metal cleats
        - Please discuss with home teams to understand field requirements

## Additional Miscellaneous Rules

Age Group	Stealing	Lead-Offs	Infield Fly Rule	Dropped Third Strike	Kill Play
7 & 8 year olds	No	No	Not enforced	Not enforced	Enforced
9 & 10 year olds	Yes	No	Not enforced	Not enforced	Enforced
11 & 12 year olds	Yes	Allowed not Required	Enforced	Enforced	Not Enforced
13 & 14 year olds	Yes	Allowed not Required	Enforced	Enforced	Not Enforced

## Kill Play

- 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. 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
  - Exception:
    - 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
- If a runner is more than halfway to the next base when the ball gets on the mound, the runner gets to occupy the next base.
- The judgment of the umpire is final.



## Courtesy Runner Rule

- Courtesy runners are allowed for catchers if there are 2 outs. The runner must be the player who made the last out. If a catcher has a substitute runner, the player (catcher) who has a substitute runner must catch one full inning immediately following the substitute runner. This rule is in place to speed up the game and is not intended to provide the batting team an opportunity to use faster players for slower players.
  - Exception:
    - Pitching Change
    - Injury

## Other Additional Rules

- Discussion of ground rules between managers & umpires should take place before each game
  - All players on the batting team must remain in the dugout
    - Exceptions:
      - On deck batter
      - Individuals retrieving bats
      - Warming up pitchers
  - Bats, helmets, and equipment must be kept in the dugout during games
  - No smoking on the field. Anyone smoking will need to leave the field
  - 7u-10u Level Only
    - No fake bunting then taking a full swing is allowed. If this occurs the batter will be out and runners are not allowed to advance
  - 9u & 10u Level Only
    - 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 will be called out and the pitch will be considered a dead ball. **Stealing home is allowed.**
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## Forfeiture & Disciplinary Issues

### Disciplinary Issues

- Each manager is responsible for the actions of his players, coaches, & fans
- In instances of inappropriate behavior from a player, coach, or manager, the following procedure will be used:
  - A warning from the umpire can result from:
    - Throwing of equipment
    - Improper or unsportsmanlike conduct
    - Harassment of an umpire
    - Anything additional that the umpire qualifies as impacting the game
  - In instance of a warning, a warning will be given to the manager:
    - The umpire will identify the disruptive person
    - The manager is required to attempt to correct the problem
  - Immediate ejection from the game from the umpire can result from:
    - The person designated by the umpire fails to comply with a warning
    - A second infraction of a previously warned issue
    - Extreme Profanity
    - Destruction of property or equipment
    - Any act of physical violence
    - Anything additional that the umpire qualifies as impacting the game
  - In the instance of ejection, the umpire will inform the manager that the individual has 5 minutes to leave the area:
    - If the individual does not leave the area within the 5 designated minutes, the game will be forfeited
      - Area is defined as the umpire's field of vision from his position on the field
  - In the event of there being an issue with the behavior of a player, coach, or fan, the following process should be used:
    - An email is to be sent to [chicagosunball@yahoo.com](mailto:chicagosunball@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 eyewitnesses 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

## Conditions in Which Umpire Can Declare Forfeiture

- A team doesn't field 9 rostered players in the 10 minutes after the game's starting time
- A team no-show
- A team canceling the game last minute (day of)
- Failure to complete a game not officially called by an umpire
- In cases where someone is ejected from the game but does not leave the area within the 5 designated minutes, the game will be forfeited
  - Area is defined as the umpire's field of vision from his position on the field.

## Forfeiture Outcome

- In case of a forfeit, the score will be recorded as 7-0

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## Safety

### Rules During Game

- Play needs to immediately stop in the event any player is injured
  - The umpire has final say on where the base runners are positioned
- A runner is out in the instance that they fail to slide or fails to avoid a fielder who has the ball and is waiting to make a tag
- A fielder may not block the path of a runner attempting to reach a base
  - Exceptions:
    - Fielder has possession of the ball
    - Fielder is in the process of fielding the ball

### Field Safety

- Each manager is responsible for their players safety
- Managers need to put safety first and reschedule a game if the field conditions are poor and provide a risk to the players.
- In the instance a visiting team finds the quality of light at a game is not safe:
  - Cancel the game
  - Contact CLSB to notify the league of the field with the light issue

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**Any rules not listed above will comply with the Official Rules of MLB Baseball**