



## **OFFICIAL RULES FOR THE 2009 SEASON**

### **COMPETITIVE FARM DIVISION 8 YEAR OLDS (or one prior year of Farm (coach pitch))**

#### **INDEX**

- I. SCOPE
- II. EQUIPMENT
- III. GENERAL RULES
- IV. GAME PROCEDURE
- V. STEALING AND BASERUNNING
- VI. OVERTHROWS
- VII. PITCHING
- VIII. BATTING
- IX. PROTESTS
- X. FIELD DIMENSIONS
- XI. SUBSTITUTES
- XII. IN-HOUSE TOURNAMENT
- XIII. POST SEASON TOURNAMENT TEAM

## I. SCOPE

The Elmhurst Youth Baseball League Competitive Farm Division is an instructional baseball league designed to teach participating children the necessary skills in order to play and enjoy the game of baseball.

Since the game is umpired by the manager and coaches from each team who may not be totally familiar with all technical aspects of the rules of baseball, the emphasis of the Competitive Farm Division is on instruction.

The “Official Baseball Rule Book” (“Official Rules”) will apply and covers the official playing rules. The following rules cover additions, clarifications and/or exceptions to the Official Rules. These rules are intended to benefit and protect all players enrolled in the EYB Competitive Farm Division. Coaches are encouraged to play by the “spirit” of the rules and not to abuse the rules (e.g., base runner advancement).

## II. EQUIPMENT

- A. Batters and all base runners must wear only league approved (NOCSAE) or issued “over the ear style” batting helmets with cages. No exceptions.
- B. Catchers must wear mask, chest protector, shin guards, helmet, athletic cup and supporter/sliding pants at all practices and league games.
- C. It is required that all players wear a protective cup at all practices and games, as part of their uniform.
- D. Players can wear rubber or plastic cleats, gym shoes or special orthopedic shoes. No metal spikes are allowed.
- E. Wooden, metal, graphite or ceramic bats, which are round and not more than 2 1/4” in diameter at the thickest part, nor more than 42” in length, are acceptable. No “Big Barrel” or softball bats.
- F. A player’s uniform is his responsibility and must be as clean as possible at the start of every league game.
- G. A player must wear his complete “issued” uniform. The jersey must be “tucked in” at all times. Any sweatshirts or jackets must also be worn under the jersey.

### III. GENERAL RULES

- A. All games are to be five (5) innings maximum.  
**Exception:** If after five (5) complete innings, the game is tied, then extra innings may be played until there is a winner, providing the umpire/managers consented to the extra innings and game time limit (section III.B) is not violated.
- B. All games will be a maximum of 2 hours in length from the start of the game.  
(See section III, rule L).
- C. The use of drugs or liquor is prohibited on the field at all times, both at practices and at league games.
- D. All persons (managers, coaches, players and fans) are to refrain from using obscene language on or around the field at all times.
- E. Any aggressive or physical behavior directed at a manager, coach, player or fan, will not be tolerated. This behavior will result in being removed from the field and possible expulsion from the league.
- F. Normally, thirty (30) minutes before game time is allowed for pre-game practice. The home team takes the first 15 minutes and the visiting team the last 15 minutes before game time. However, due to some circumstances, the managers may agree to something else. Remember that the field must be cleared 5 minutes prior to game time for the pre-game meeting with the umpire. This practice time should be shortened to ensure that the games start at the stated times.
- G. Re-scheduling of any games, because of weather or special school events, is to be done by the Competitive Farm Commissioner.
- H. All games will be played on the date scheduled, except on request of the Competitive Farm Commissioner.
- I. Only players and team staff are allowed to occupy each respective team's bench. All others may be requested to leave the bench area. All players not on the playing field must be on their bench or in their dugout.  
**Exception:** Players "warming up" or "on-deck".  
  
**Note:** It is the responsibility of the managers to enforce this rule. The managers are also responsible for making sure that spectators are not behind any portion of the backstop, at any time.
- J. Suspended game rules:  
1. Suspended games shall be continued from the exact point of suspension.  
2. The batting order must remain the same as in the original game at the time of suspension.

3. Any player who was not present for the original game is not allowed to play in the suspended game. No “new players”.  
**Exception:**  
If a team has less than nine (9) players present for the suspended game who played in the original game, then a “new player(s)” can take the place of any original player not present in the batting order, to bring the roster to nine (9) in the suspended game. However, the “new player(s)” will be added to the batting order (line-up) at the bottom, as if they were a late player. See Section IV. Rule C under GAME PROCEDURE.
  4. A pitcher, once removed in the original game, cannot return to pitch in the suspended game.
  5. Pitcher’s eligibility at the time of suspension of original game governs. The original game pitcher who was pitching at the time of suspension is allowed to continue to pitch in the suspended game, providing he does not exceed his limit for the original game and/or his limit for the week the suspended game is played.
  6. If a team has two (2) scheduled games in a week, plus the suspended game, the suspended game constitutes that team having three (3) games in a week, for the purpose of the “extended pitching rule” (extra innings allowed).
- K. “Called” games are official if four innings have been completed, or the home team is ahead after three and one-half (3 ½) innings. If a game is “called” before it becomes official, or when the score is tied, that game is considered a suspended game.
- L. If a game is “called” for any reason in an uncompleted inning, after having reached official length, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered a suspended game. If the home team is ahead at the time of the “call”, they are to be declared the winner (providing at least three and one-half (3 ½) innings have been played).
- M. The home team, listed second on the schedule, shall have the third base dugout (bench) and is responsible for setting up the field and the clearing of that field after the game. Both teams, however, will patrol their field and spectator areas for any litter, immediately after each game or practice, and each supplies a game ball.
- N. Other than the batter at the plate, only one other player is allowed to swing a bat and that is the “on-deck” batter in the “designated area”. The “designated area” is defined as the end of the dugout (bench) at the point furthest from home plate. The “on-deck” batter must be wearing a league approved (NOCSAE) or issued batting helmet and must be in the on-deck area on the side of the field behind the batter (e.g., for a right handed batter, the on-deck hitter must be on the third base side of the field).
- O. In order to avoid the league having difficulties related to scheduling, injury or morale, no player or manager may participate in activities of the league if he is also participating in another non-scholastic league or on a traveling or tournament baseball team, which is not sanctioned by the league or approved by the Board.

#### IV. GAME PROCEDURE

- A. Only one person can be designated as the manager for the game, even if the team has two (or more) co-managers. All others will work in the capacity of coach. No exceptions.
- B. The manager must supply the opposing manager with his batting line-up prior to the start of the game.
- C. All players present for the game are to be placed in the official batting order and will bat in their respective turn during the full course of the game (continuous batting). A player arriving late must be reported to the opposing manager and must be added to the bottom of the line-up.
- D. One-half inning shall be ruled complete when three (3) outs have been made or when seven (7) runs have been scored, whichever comes first. Once the seventh run is scored, the play will continue until the ball is declared dead, but only seven runs will be recorded.
- E. It is the managers' responsibility to have their batters ready to take their turn at bat. Any player refusing to bat will be deemed "out", but must remain in the batting order.
- F. A player may re-enter a game, to replace an injured or sick player, but cannot pitch if he had a turn on the mound. Note: An injured or sick player can return to the game.
- G. For reasons of discipline, a player can be "benched", but only when the personal conduct of the player is involved. The manager must report a "benched" player to the opposing manager. "Benched" players cannot play in that game. The league commissioner must be contacted.
- H. All weekday games are scheduled to start at 6:00 p.m. with a 15-minute grace period. Weekend games starting times will also have a 15-minute grace period. A team must place eight (8) players on the field at game time. If after the 15-minute grace period, the team fails to do so, this will result in the forfeiture of the game. A team may play with 8 players, but doing so will result in the 9<sup>th</sup> spot in the batting order being declared an out.
- I. Players must not sit for more than 2 defensive innings in any game unless the game goes extra innings. In an extra inning game, a player must not sit a 3<sup>rd</sup> defensive inning until all players have sat at least one inning. Free substitution, except for pitchers, is allowed and suggested. Coaches should make a reasonable effort to have the players learn all the positions, except to the extent it may increase the risk of injury to the player (e.g., playing first base).
- J. When a manager (or coach) discusses any decisions with the opposing coaches, this should be done in an orderly and as quiet a manner as possible. Constant outbursts with the opposing coaches will not be tolerated.
- K. Managers, coaches or other adults selected by managers will do all base coaching. If an adult is not available, a team member may be selected by the manager to fill the coach's box. If a player is used as coach, he must wear a batting helmet. Only one (1) coach is allowed at first base and one (1) coach at third base.

- L. Managers, coaches, players and fans will refrain from making any harassing comments to the opposing managers, coaches, players or fans. The managers must control fans. If a fan persists after the manager has warned him of possible forfeit, that team will forfeit. Such conduct should be report to the Competitive Farm Commissioner promptly.
- M. Both team's managers must call or e-mail the Competitive Farm Commissioner with the results of the game within 24 hours of the start of the game.

## V. BASE RUNNING

- A. Runners may not advance to another base once the ball is controlled by an **infielder** in the infield (at Marjorie Davis, this can be fairly considered on the dirt; while at Salt Creek, Crestview or other field where Minors or higher level teams play, within the infield should be considered to be reasonably inside the outermost part of the base path). The spirit of the rule is to teach kids to make proper baseball throws (rather than artificially to a pitcher in a circle) to a base without having runners forcing another throw with assumption that a player will make an error on the throw. For hits to the infield that are controlled by an infielder, a runner may advance if the player makes a throw to first base, for example. If, for example, a ball is hit to the outfield and thrown to the 2<sup>nd</sup> baseman, who controls the ball within the infield, the runner may not then advance if the 2<sup>nd</sup> basemen's throw to pitcher is missed by the pitcher.
- B. No Stealing.
- C. No lead-offs.
- D. No "drop third strike".
- E. No BULLDOZING opposing players, player must attempt to slide. (Umpire/Coach's decision: automatic out.)
- F. An injured base runner will be replaced with the last batter to make an out. (Courtesy runner)
- G. With two (2) outs or the "last batter" at bat in the inning and the catcher is a base runner, a courtesy runner may be utilized for the catcher. The last batter to make an out will be the courtesy runner.

## VI. OVERTHROWS

- A. Over or under the fence or past an imaginary extended fence on each side of the field will be declared "out of bounds" or "out of play".
- B. If a ball is thrown out of play by a fielder, the umpire/coaches will allow the proper advancement of bases for all base runners.

## VII. PITCHING

- A. There will be no walks. After a pitcher has thrown 4 balls (called by the defensive coach from behind the mound), the batting team's coach will throw three (3) pitches. That coach should pitch from the same distance as the pitcher. If the ball is not put in play after three pitches, the batter will be declared out. The only exception is the last pitch cannot be a foul ball.
- B. No balks are to be called.
- C. A pitcher may pitch two (2) innings per game maximum and the total of four (4) innings per week maximum.  
**Exception:**  
If there are three (3) or more games scheduled for the week, a pitcher may pitch six (6) innings maximum that week, but only a maximum of two (2) innings in one game that week. This exception is to be allowed only if a 3<sup>rd</sup> game is actually played.
- D. Once a player has been removed from pitching, he may remain in the game, but may not return to pitching, no matter the number of innings originally pitched. In other words, players must pitch consecutive innings.
- E. The week will start on Monday and extend through Sunday.
- F. Each half inning starts when the pitcher delivers the first pitch.
- G. If a pitcher only delivers one (1) pitch, that constitutes an inning pitched.
- H. Pitchers are not allowed to wear sweatbands, white long sleeved shirts, white baseball gloves, batting gloves or jewelry.
- I. A player playing in a lower division than his division age would dictate may not pitch in that division.
- J. A pitcher shall be removed from the pitching position upon hitting his 2nd batter in the same inning.
- K. Opposing players may not harass/distract the pitcher in any manner.

## VIII. BATTING

- A. A batter throwing the bat after the first warning is out and the ball ruled "dead".
- B. Unlimited foul balls are allowed.
- C. Opposing players may not harass or call the batter by name.

- D. No pinch-hitting will be allowed unless the original batter has been forced to leave the game for physical reasons that occurred during the course of the game. If this should occur, that spot in the batting order will be skipped for the remainder of the game. If the player returns to the game, he will be placed back in his original spot in the batting order. Please let it be noted that the automatic out will be in effect in every instance EXCEPT if the 9<sup>th</sup> player is injured during the course of the game and therefore must leave that game.
- E. Bunting shall not be allowed.
- F. The in-field fly rule will not be in effect however, coaches should teach fielders as if it were—avoid teaching players to drop an infield fly intentionally to create a double play.

## **IX. PROTESTS**

- A. There shall be no protests.

## **X. FIELD DIMENSIONS**

- A. Distance between bases will be 60 feet from the back tip of home plate to the outfield side of bases at 1<sup>st</sup> and 3<sup>rd</sup> and from the foul line side of bases at 1<sup>st</sup> and 3<sup>rd</sup> to center of 2<sup>nd</sup> base. All bases are inside the 60 foot square except 2<sup>nd</sup> base.
- B. Pitching distance will be 38 feet from the back of home plate to the front of the rubber.
- C. Distance between home plate and second base will be 84 feet, 10 inches from the back of home plate to the center of second base.

## **XI. SUBSTITUTES**

- A. Competitive Farm Division teams may use only call up Farm Division players.
- B. A manager may only bring up enough substitutes to fill the team roster to 10 players – 3 maximum.
- C. A substitute may not become permanently assigned to a higher division or team in that division.
- D. A substitute must play at least three (3) complete innings in the field, but may not play more innings in the field than a rostered player. A substitute must bat last.
- E. A substitute may only play the outfield.
- F. A substitute must be registered to play in the league and must be wearing their complete uniform.

## **XII. IN-HOUSE TOURNAMENT**

- A. All rules as stated in sections I through XI above, shall apply to each game of a tournament. In addition, no game shall end in a tie. If a game needs to go past the time limit due to a tie game, it may continue until there is a winner.

## **XIII. POST SEASON TOURNAMENT TEAM**

- A. Board members will select all tournament team managers.
- B. Players will be selected for a tournament team by the tournament team manager and/or board members at a try out.
- C. Players selected for tournament teams will be required to pay a fee for each tournament for which they are selected.
- D. The League Tournament Committee and the participating Division Commissioners, prior to their implementation must approve all of the above items, including the tournaments.
- E. See the EYB Web-site for more information as the season develops.