

# Villa Park Youth Baseball & Softball

## Official Rulebook



Revision

2026.1

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# General Rules

## 1. Scope

The VPYB Official Rulebook applies to games wherein we conduct our own In-house. Otherwise, teams will play by the rules established by their respective league associations. Coaches and Umpires are required to READ and UNDERSTAND the Rulebook prior to the beginning of the season to enhance the overall baseball experience for all participants, while minimizing the potential conflicts, disagreements and interruptions in play.

## 2. Official IHSA Rules

The official IHSA Baseball Rulebook governs overall playing rules and regulations. The VPYB Rulebook covers additions, clarifications and/or exceptions to the IHSA rules. In the event of conflict, the VPYB Rulebook will supersede the IHSA rules. Deviations from official rules are unacceptable even if agreed upon by opposing Managers.

## 3. Formation of Teams

3.1 Teams will be formed by either the assignment of players by the Divisional Commissioner or by a player draft with oversight by the Divisional Commissioner.

3.2 Players will not be transferred from one team to another without the approval of the Divisional Commissioner, Head of Commissioners and the President or Vice President of VPYB.

## 4. Player Safety

4.1 Each player must submit a Medical Release Form (see Appendix A) at registration or to the Divisional Commissioner prior to the beginning of organized baseball practices.

4.2 If a player is injured, no matter the severity, an Accident Report Form (see Appendix B) must be completed by the player's Head Coach and submitted to the Divisional Commissioner or a VPYB board member within 24 hours of the injury.

4.3 Helmets must be worn by all offensive players in the field of play and may not be removed until the player is behind the fence or in the dugout. If a player enters the field of play without a helmet or removes his/her helmet while in the field of play, a warning will be issued to the offending team. Subsequent violations will result in a team out charged to the offending team.

4.4 All boys must wear athletic support cups for practices and games. It is strongly recommended that girls wear a female athletic supporter.

4.5 PLAYERS ARE NOT PERMITTED TO WEAR JEWELRY unless deemed necessary for medical emergencies. (i.e. medical ID bracelets, etc...).

4.6 A player with a bleeding wound must be removed from the field immediately. The player may reenter the game after the wound has been properly covered.

4.7 Slide Rule. Whenever a defensive player attempts to make a play on a runner at any base, the runner must slide to avoid contact with the defensive player. The runner may be called out for

not sliding if he/she makes contact or interferes with the fielder. The slide rule does not apply to a runner crossing first base; however, it does apply to a runner returning to first base in the continuation of a play.

4.8 Interference occurs when contact is made by a runner, whether intentional or unintentional, with a defensive player in the act of making a play. Interference is a dead ball situation with the interfering runner called out. The placement of other runners shall be at the discretion of the umpire.

4.9 Obstruction is an act by a fielder not in possession of the ball or in the act of fielding the ball, which impedes the progress of any runner. Any obstructed runner shall be at the discretion of the umpire.

4.10 Any violation of 4.7, 4.8, or 4.9 in which the offending player's action is deemed inappropriate or unsportsmanlike; the player may be ejected without warning at the discretion of the umpire.

## 5. Weather Safety

5.1 Coaches have an obligation to acknowledge the occurrence of lightning and/or thunder and immediately alert the Umpire.

5.2 Upon the occurrence of lightning and/or thunder, the umpire must immediately call time and stop play. Coaches are responsible for clearing all players off the field and dugout areas to a place of safety (inside cars or buildings).

5.3 Play shall not resume for a period of 30 minutes after the last occurrence of either lightning or thunder. Upon each occurrence of lightning and/or thunder, a new 30-minute stoppage period shall begin.

5.4 Play shall resume from the point of stoppage and continue to completion. Time elapsed for lightning and/or thunder shall not count toward game time limits.

## 6. Equipment

6.1 All batters and baserunners must wear over the ear style batting helmets certified by NOCSAE.

6.2 Catchers must wear a protective cup, helmet with face mask and throat guard, chest protector, shin guards and Official Catchers glove. Catchers in the Farm Division are not required to use a catcher's glove. Only catcher helmets certified by NOCSAE are permitted.

6.3 Metal cleated shoes are not permitted.

6.4 Bats shall be no longer than 32 inches in length and have a maximum barrel diameter of 2 5/8". All bats must have a factory applied 1.5 Bat Performance Factor ("BPF") or USA Bat certification mark clearly visible.

6.5 First Basemen's gloves can only be worn by players at the first base position.

## 7. Personal Conduct

7.1 Any coach, player or spectator will be ejected from a game for foul language and/or inappropriate behavior.

7.2 A player may be ejected from a game without warning in the event he/she throws a bat, helmet or other equipment in an unsportsmanlike manner. The ejected player's spot in the batting order will be skipped without penalty.

7.3 Coaches, players and fans will refrain from making harrassing comments to players or umpires and will not use any loud noise making devices.

7.4 Chatter is permitted; however, the umpire may disallow chatter during a pitcher's deliver to the pitch crossing the plate. Catchers cannot participate in chatter and will recieve a warning for 1<sup>st</sup> offense. If chatter from the catcher continues, he/she will be removed from that position. An umpire may disallow chatter if it becomes disruptive to the game.

7.5 NO SMOKING/VAPING/TOBACCO/E-CIGARETTE usage by anyone on or around the fields, dugout areas or any school property. (See Appendix E, Sections 6D and 8 for District 45 No Smoking Policy.)

7.6 Personal conduct violations may result in ejection, suspension or other discipline as determined by the VPYB Disciplinary Board. (See Appendix F - Parent Code of Conduct.)

## 8. Coaches Duties and Responsibilities

8.1 VPYB expects coaches to serve as role models to the players and parents present at all games and team activities. Inappropriate, unsportsmanlike and/or intimidating behavior directed at any player, umpire coach or spectator will not be tolerated, including arguing with an umpire. Violation of this rule will result in a meeting with the VPYB Disciplinary Board and may result in a suspension or removal for the season.

8.2 Coaches are responsible for ensuring that his/her team uses proper, well-fitted equipment during all practices and games.

8.3 A coach must be designated to represent his/her team for each game. He/she must be introduced to the umpire(s) prior to the game and is the only individual involved in any discussions with the umpire(s). A change in coach during a game is permitted with acknowledgement by the umpire(s). All discussions with umpires will be quick, quiet, and orderly.

8.4 Coaches are responsible for the conduct of his/her team and must make reasonable efforts to maintain control. Coaches will abide by any action taken by an umpire regarding team conduct, up to and including ejection of any team member. For this rule, Team shall include players, coaches, parents and spectators.

8.5 Coaches must exchange starting line-ups with last names and numbers and benched or ineligible players prior to the start of the game. Benched or ineligible players must also be reported to the umpire.

8.6 Coaches shall not enter onto the playing field until "TIME" has been called by the umpire. This rule is waived in the case of injury and/or player safety.

8.7 A coach may bench a player for disciplinary reasons and/or personal conduct. The coach must report the player's name and reasoning to the Divisional Commissioner within 24 hours. A benched player must sit on the bench in uniform for an entire game.

8.8 Coaches are not allowed to touch players running the bases in an effort to help, hold or restrict their movements. Such action will result in the player being called out.

8.9 Coaches are required to ensure the game is scored with GameChanger. Pitchers must be correctly entered to record all innings pitched, number of batters faced, pitch count, batting order, at bats and any substitutions.

8.10 Coaches of the WINNING team must submit their game score to the Divisional Commissioner within 24 hours of the completion of the game.

8.11 Commissioners and VPYB scheduling committee will reschedule postponed and suspended games. Coaches will negotiate in good faith and be reasonable in finding a common date, however the commissioner and VPYB scheduling committee has final jurisdiction over rescheduling.

## 9. Call-Ups

9.1 If permitted by Divisional Supplementary Rules, players may be called up for a single game when a team cannot field nine (9) rostered players. All call ups must be reported to the Divisional Commissioner and approved by the Head of Commissioners, President or Vice-President of VPYB.

9.2 Any VPYB player rostered on a team at the next lowest division is eligible to be called up.

9.3 The called-up player must be placed at the bottom of the batting order, can only play in the outfield and must field equal innings.

## 10. Field Set Up

10.1 Home Coaches are responsible for preparing the field for play. This includes, but is not limited to, digging out the base pegs, installing bases and pitching mound, lining the foul lines and battersbox. The visiting coaches are responsible for putting away the pitching rubber, bases,

repairing the area around the pitching mound and batters' boxes, locking the equipment box and hand dragging the field after use. Umpires are responsible for putting away their own equipment.

10.2 Home team takes the 3<sup>rd</sup> base dugout and visiting team takes the 1<sup>st</sup> base dugout.

10.3 Pregame practice is 45 minutes. Home team first 15 minutes, Visitors second 15 minutes, and the final 15 minutes is for field preparation and ground rules.

10.4 Both managers are responsible for policing the area after the game and confirming the equipment boxes are locked.

## 11. Game Time, Time Limits, and Pace of Play

11.1 Games will start promptly at times shown on league schedules.

11.2 Ground Rules shall be discussed prior to each game with the Umpires and Coaches from each team.

11.3 A minimum of eight (8) players is required to start a game. A team that cannot field eight (8) players at the scheduled starting time will be allowed a fifteen (15) minute grace period. After the end of the fifteen (15) minute grace period, the team will forfeit the game. This rule may be waived if both managers agree. The umpire will direct the start/end of the grace period. The score in any forfeited game will be 6-0 in Farm & Minor divisions, 7-0 in the Major division.

11.4 Any unnecessary or intentional delay of the game, as determined by the umpire, will result in a warning. Further delays by any member of the team that was issued the warning may result in a forfeit.

11.5 With two (2) outs a team may use a courtesy runner for the player(s) that will pitch and/or catch the next half inning of play. The courtesy runner will be the last batted out that is not the next pitcher or catcher. Courtesy runners are not permitted during the last scheduled inning or in extra innings.

11.6 For regular season games, no new inning can start one hour and forty-five minutes (1:45) after the start of the game. All innings that start before the time limit will be completed, darkness permitting. The umpire will make the final decision on darkness. If there is a game scheduled following the conclusion of the game, a drop-dead time limit of two (2) hours will be applied.

11.7 A new inning will begin when the last out of the preceding inning is recorded.

## 12. Suspended Games

12.1 Two (2) complete innings must be played for a game to be an official game. Any game called prior to becoming an official game will be restarted, however inning pitched count toward a player's weekly total.

12.2 Any Official game called prior to qualifying as a complete game or when the score is tied shall be a Suspended Game and is to be resumed at the point of curtailment unless the game is conceded by the coach of the trailing team.

12.3 A suspended game requires notification by the home head coach to the divisional commissioner.

12.4 Batting orders shall not change in the resumption of the suspended game except:

12.4.1 Players in the batting order but not present at resumption of the suspended game shall be skipped in the batting order without penalty.

12.4.2 Players not in the batting order, but present (including call-ups) shall be placed at the numeric end of the batting order.

12.5 If a game is called during an incomplete inning after reaching a complete game length, the game shall be a suspended game, however only the incomplete inning will be played. This rule only applies to regular season games. All suspended playoff games must be completed in accordance with the supplemental divisional rules.

12.6 Pitchers of record at the time of the suspension may continue pitching when the game is resumed subject to daily/weekly inning limitations and rest periods. An inning or partial inning pitch in the continued game counts toward the player's total in the current week

### 13. Protesting Games

13.1 All league members are urged to take precautions to prevent protests, up to and including advising a Coach that a developing situation may lead to a protest.

13.2 A protest can only be made by a coach and will not be reviewed or considered unless all procedures listed below have been followed. A judgement call made by an umpire is not ground for protest.

13.2.1 A protest must be made to the Umpire at the time of the alleged infraction and before another pitch is thrown. The umpire shall sign the protesting team's scorebook to acknowledge the protest, and the game shall continue to completion.

13.2.2 The protesting coach must contact the Divisional Commissioner within 24 hours to report the protest.

13.2.3 The coach must submit a written protest to the Divisional Commissioner within 48 hours of the protested game accompanied by a \$25 filing fee.

13.3 The divisional commissioner will review the protest and communicate a decision to both coaches. The decision of the commissioner is FINAL. If the protest is upheld, the protesting team will be awarded the win for the game in question, and the filing fee will be returned.

13.4 A coach may not remove his/her team from the field prior to the completion of a game as a means of complaint or protest. Removal of a team from the field shall result in an immediate forfeit.

14. Ineligible Players

14.1 An ineligible player is one who illegally participated in a game. Ineligible players include non-rostered players (other than call-ups) and rostered players who pitch while ineligible, re-enter a game illegally or while benched or suspended.

14.2 If a coach uses an ineligible player, this infraction must come to the attention of the VPYB board prior to the end of the season. If found to be true, the impacted game(s) will be forfeited. Use is defined as 1 legal pitch thrown after the violation occurred.

15. Playoffs & All-Stars

15.1 Playoff formats will be determined by the Divisional Commissioner prior to the beginning of the season.

15.2 Divisional Commissioners will appoint coaches and determine the number of players from each team that shall be named All-Stars.

15.3 Selection of All-Star participants from each team shall be at the discretion of its coach.

15.4 All divisional playoff rules shall apply to All-Star games

# Tee Ball

## T1. League Age

T1.1 Players in the Tee Ball Division shall be six (6) years old or younger as of September 1<sup>st</sup> of the calendar year (See Appendix D). All exceptions must be requested in writing and approved by the VPYB Board.

## T2. Equipment

T2.1 Safety bases will be used.

T2.2 League issued standard Tee Ball will be used.

## T3. Field Dimensions

T3.1 Base distance of 60 feet.

T3.2 Pitching distance of 40 feet (for defensive positioning only)

## T4. Coaches

T4.1 All base coaching will be done by head coaches, assistant coaches and/or individuals 18 years of age or older at the discretion of the head coach.

T4.2 A maximum of 3 coaches will be allowed on the playing field during each inning. Two in the infield/outfield and one in the battery.

T4.3 Umpires will not be used.

## T5. Complete Games

T5.1 A complete game will be the lesser of 4 full innings or 60 minutes from the actual start time.

T5.2 Scores and standings do not need to be recorded.

## T6. Hitting Rules

T6.1 No one but the batter will have a bat in their hands

T6.2 A tee will be used in the first two thirds of the season. The last third of the season coaches will be allowed to pitch from the pitcher's mound on one knee. A maximum of 4 pitches will be attempted. If the ball is not put in play after 4 pitches, a tee will be used.

T6.3 Ball, Strikes, and Walks will not be called.

T6.4 A team will bat their entire lineup during each inning.

T7. Defensive Positioning

T7.1 All players will play the field and be positioned in the 8 baseball positions with surplus players in the outfield. Catchers will not be used. Players will rotate and not play the same position twice in one game.

T7.2 Defensive players must use the white base to record an out at first base. The orange base is for use by baserunners only.

T7.3 Infielders must be positioned behind a real or imaginary playing line between first base and third base or an arc 40 feet from home plate.

T7.4 Outfielders must play in the grass.

T8. Baserunning

T8.1 When there is a play at first base the base runner must always use orange base to avoid collision

T8.2 Following a defensive put out, the baserunner will remain on base. During the last third of the season, if a baserunner is called out, the baserunner will leave the base path and return to the dugout.

T8.3 Baserunners must stop at the nearest advanced base once the defense has possession of the ball except for the last hitter in each inning at which time baserunners are permitted to round the bases.

T8.4 During the last third of the season, the baserunner will continue to run the bases on extra base hits. The play will end when the ball is thrown into the infield.

T8.5 Leadoffs and stealing bases is not allowed.

## FARM

### F1. League Age

F1.1 Players in the Farm Division shall be seven (7) or eight (8) years old as of September 1<sup>st</sup> of the current calendar year (see Appendix D). All exceptions must be requested in writing and approved by the VPYB Board.

### F2. Equipment

F2.1 Safety bases shall be used.

F2.2 League issued rubberized reduced injury baseball shall be used.

### F3. Field Dimensions

F3.1 Base distance of 60 feet

F3.2 Pitching distance of 40 feet.

### F4. Rostered Players & Call Ups

F4.1 Call ups form Tee Ball are allowed.

### F5. Coaches

F5.1 No more than two (2) coaches are allowed on the field while the game is in progress. Defensive coaches are to be positioned in the outfield grass while the ball is in play. All other coaches and players must remain behind the fence in the dugout area.

F5.2 All base coaching will be done by head coaches, assistant coaches and/or individuals 18 years of age or older at the discretion of the head coach.

### F6. Complete Games

F6.1 A regulation Farm game shall be at least a three (3) inning duration but limited to six (6) innings.

F6.2 Scores and standings will be recorded during the regular season by Gamechanger.

F6.3 Playoff games shall be at least four (4) innings but limited to six (6) innings.

F7. Time Limits

F7.1 For regular season games, no new inning can be started one hour and forty-five minutes (1:45) after the start of the game. All innings that start before the time limit will be completed, darkness permitting. The umpire will make the final decision on darkness. If there is a game scheduled following the conclusion of the game, a drop-dead time limit of two (2) hours will be applied.

F7.2 Umpire will note the time start of the first pitch.

F7.3 Should the last inning be declared by the umpire or agreed upon by the head coaches before the 1:45 minute time limit, the final inning shall be unlimited runs.

F8. Slaughter Rule

F8.1 There is no slaughter rule. A five (5) run limit applies per inning, with the last inning being unlimited runs.

F9. Hitting Rules

F9.1 Every player present for the game shall be included in the batting lineup. If a player arrives after the game has started, he/she shall be placed last in the batting order. Should a player leave the game early, his/her spot in the batting order shall be skipped without penalty.

F9.2 Throwing of the bat will be discussed at ground rules. The first occurrence of a thrown bat will result in a team warning. Subsequent violations will result in the offending player being called out and all runners returned to the bases they previously occupied.

F9.3 Bunting is not permitted.

F9.4 A batter is awarded 1<sup>st</sup> base if hit by pitch. Bounced hit does not count as hit by pitch.

F9.5 Inning Run Limit. Each team is limited to scoring no more than five (5) runs per inning. When the 5<sup>th</sup> run of an inning crosses the plate, the ball is dead and play is halted. The last inning has no run limit.

F10. Baserunning

F10.1 When there is a play at first base, the runner must always use the orange safety bast to avoid collision. A first violation will result in a team warning. Subsequent violations will result in the runner being called out.

F10.2 Baserunners must stop at the nearest base once the ball contacts the infield dirt or in the possession of an infielder unless the play is being made on a baserunner. The umpire will call time when the ball contacts the infield.

F10.3 Leadoffs and stealing bases are not allowed.

F11. Pitching

F11.1 Players will pitch every inning of every game. The pitcher will pitch a maximum of three (3) pitches to each batter. Balls and Strikes will be called. In those three pitches, the batter will either put the ball in play or strike out. If the batter has not put the ball in play or struck out in those three pitches, the coach will come in and assume the strikes on the batter.

EXAMPLE: If the player gets one strike on the batter within the three pitches, the coach will assume the one strike on the batter. A foul ball with two strikes will result in another pitch until the player puts the ball in play, strikes out, or does not swing. The player either hits the ball or is called out.

F11.2 No called balls or strikes will be called on coach pitching, but batters can strike out swinging. There will be no walks.

F11.3 Additional pitches will be thrown if the batter continues to foul off pitches.

F11.4 Daily/Weekly Pitching Limits: All rostered players are eligible to pitch one (1) inning per day. Players should be rested for at least one (1) calendar day between pitching appearances. No more than twenty (20) pitches to be thrown by a pitcher who pitched the day before. Players shall be limited to a maximum of three (3) innings pitched in one week.

F11.5 For the purpose of daily and weekly pitching limits ONLY, a pitcher that throws one (1) pitch is considered to have pitched the entire inning. Inning or partial innings pitched in any game not completed or suspended count toward the players total in the current week.

F11.6 Any pitcher who hits three (3) batters in one inning MUST be removed as a pitcher but can play any other position.

F11.7 Pitchers are not permitted to wear non-prescription glasses, sunglasses, white sleeves or wrist bands.

F11.8 Pitchers are limited to 6 warm up pitches on the mound.

F11.9 Coaches are allowed unlimited trips to the mound.

F12. Miscellaneous Baseball Rules

F12.1 Dropped 3<sup>rd</sup> strike, balks, and infield fly rules do not apply.

## Minor

### M1. League Age

M1.1 Players in the Minor Division shall be nine (9) or ten (10) years old as of September 1<sup>st</sup> of the current calendar year (See Appendix D). All exceptions must be requested in writing and approved by VPYB Board.

M1.2 Any player rostered in the previous season is considered a ten (10) year old player/pitcher during the current season.

### M2. Equipment

M2.1 Safety Bases will be used.

M2.2 League issued standard baseball will be used.

### M3. Field Dimensions

M3.1 Base distance of 60 feet

M3.2 Pitching distance of 46 feet.

### M4. Rostered Players & Call Ups

M4.1 A minimum of eight (8) players are required to start a game. A team that cannot field eight (8) players at the scheduled starting time will be allowed a fifteen (15) minute grace period. After the end of the fifteen (15) minute grace period, the team will forfeit the game. This rule may be waived if both managers are in agreement. The umpire directs the start/end of the grace period. The score in any forfeited game will be 6-0 in Farm & Minor divisions, 7-0 in the Major division.

M4.2 Call up players from Farm are permitted for a single game when a team cannot field nine (9) players. Teams requiring call ups are not permitted to exceed nine (9) players.

M4.3 Any VPYB player rostered on a Farm team is eligible to be called up.

M4.4 The called-up player must be placed at the bottom of the batting order and is eligible to play any position (except pitcher) and must field equal innings.

### M5. Coaches

M5.1 All base coaching will be done by head coaches, assistant coaches and/or individuals 18 years of age or older at the discretion of the head coach.

M5.2 Only base coaches are allowed on the field while the game is in play. All other coaches and players must remain behind the fence in the dugout area.

M6. Complete Games

M6.1 A regulation Minor Division Game shall be six (6) innings.

M6.2 A game is a complete game if four (4) innings have been completed or if the home team is leading after three and one half (3 ½) innings.

M6.3 At the end of six (6) innings when a game is tied, it shall go into extra innings until the outcome is decided or the game is called by the umpire.

M6.4 Extra innings will consist of the California Rule, whereas the last recorded out will be placed on second base for each team to start each half inning.

M6.5 If a game is suspended it will resume in the same state in which it left off.

M7. Time Limits

M7.1 For regular season games, no new inning can be started one hour and forty-five minutes (1:45) after the start of the game. All innings that start before the time limit will be completed, darkness permitting. The umpire will make the final decision on darkness. If there is a game scheduled following the conclusion of the game, a drop-dead time limit of two (2) hours will be applied.

M7.2 Umpire will note the time start of the first pitch.

M7.3 Should the last inning be declared by the umpire or agreed upon by the head coaches before the 1:45 minute time limit, the final inning shall be unlimited runs.

M8. Slaughter Rule

M8.1 There is no Slaughter Rule. Maximum six (6) runs per inning. Final inning is unlimited runs.

M9. Hitting Rules

M9.1 Every player present for the game shall be included in the batting lineup. If a player arrives after the game has started, he/she shall be placed last in the batting order. Should a player leave the game early, his/her spot in the batting order shall be skipped without penalty.

M9.2 No one but the batter, and the on deck hitter will have a bat in their hands. A first violation will result in a team warning. Subsequent violations will result in a team out. The player guilty of the infraction will still get their time at bat.

M9.3 Bunting is permitted however, once a player shows his/her intention to bunt, he/she cannot pull back and then take a full swing. Violation of this rule will result in the batter being ruled out and all base runners will return to their previous bases.

M9.4 Throwing of the bat will be discussed at ground rules. The first occurrence of a thrown bat will result in a team warning. Subsequent violations will result in the player being called out and all runners must return to the bases they previously occupied.

M10. Defensive Positioning

M10.1 Every player must be rotated into different defensive positions. No player should play more than two (2) consecutive innings at the same position.

M10.2 Each player must play at least one (1) inning in the infield and one (1) inning in the outfield.

M10.3 Defensive players must use the white base to record an out at first base.

M10.4 Hidden ball plays are not permitted

M11. Baserunning

M11.1 When there is a play at first base, the runner must always use the orange safety bat to avoid collision. A first violation will result in a team warning. Subsequent violations will result in the runner being called out.

M11.2 Stealing of second and third base is permitted. Baserunners are not allowed to lead off or leave the base until the ball crosses home plate. A baserunner cannot advance beyond the stolen base on and overthrow (this includes an overthrow at 3<sup>rd</sup> base where the ball goes out of play.)

M11.3 Stealing home is not permitted under any circumstances. ("Wall at third rule")

M11.4 After a team establishes an eight (8) run lead, the opposing manager may invoke the "No Stealing" rule by informing the umpire. Under the "No Stealing Rule", the leading team is not allowed to steal any bases for the duration of that inning. If a runner attempts to steal a base, the defensive team may tag the base previously occupied OR tag the runner before he/she returns to the base or record an out. The "No Stealing Rule" does not carry over to subsequent innings, however a manager may reinvoke the rule if applicable.

M12. Pitching

M12.1 Daily/Weekly/Pitching Limits: All rostered players are eligible to pitch only two (2) consecutive innings. Players are limited to maximum of five (5) innings per week.

M12.2 Any player who pitches two (2) innings or less is required to be rested for at least one (1) calendar day. Any pitcher that threw the previous day will be limited to twenty (20) pitches.

M12.3 For the purposes of daily and weekly pitching limits ONLY, a pitcher that throws one (1) pitch is considered to have pitched the entire inning. Innings or partial innings pitched in a game that was not completed or suspended count toward the player's total innings for the week.

M12.4 A nine (9) year old is strongly encouraged but not required to pitch one (1) of the first three (3) innings. For this instance, an inning is defined by 3 outs or 9 consecutive batters.

M12.5 Any pitcher who hits three (3) batters in one game MUST be removed as pitcher.

M12.6 A pitcher cannot re-enter the game as a pitcher. The only exception is if he/she was removed from the game for an injury.

M12.7 Pitchers are not permitted to wear nonprescription glasses, sunglasses, white sleeves or wristbands.

M12.8 Pitchers are limited to 6 warm up pitches in their first inning and 4 warm up pitches in subsequent innings pitched.

M13. Trips to the Mound

M13.1 On the 2<sup>nd</sup> trip to the mound in the same inning to talk to the same pitcher, the pitcher must be removed.

M13.2 A trip to the mound due to injury WILL NOT be considered an official mound visit.

M14. Miscellaneous Baseball Rules

M14.1 Dropped third strike rule does not apply.

M14.2 Balk rule does not apply.

M14.3 Infield Fly rule does not apply.

M14.4 Once the pitcher comes set, both teams must quiet chatter.

# MAJOR

## B1. League Age

B1.1 Players in the Major Division shall be ten (10) or eleven (11) years old as of September 1<sup>st</sup> of the current calendar year (See Appendix D). All exceptions must be requested in writing and approved by the VPYB Board.

B1.2 Any player rostered on a Major team in the previous season must play no lower than Major in the current season.

## B2. Equipment

B2.1 Safety bases will be used.

B2.2 League issued standard baseball will be used.

## B3. Field Dimensions

B3.1 Base distance of 70 feet.

B3.2 Pitching distance of 48 feet.

## B4. Rostered Players & Call Ups

B4.1 A minimum of eight (8) players are required to start a game. A team that cannot field eight (8) players at the scheduled starting time will be allowed a fifteen (15) minute grace period. After the end of the fifteen (15) minute grace period, the team will forfeit the game. This rule may be waived if both managers are in agreement. The umpire directs the start/end of the grace period. The score in any forfeited game will be 7-0 in the Major division.

B4.2 Call up players from Minor are permitted for a single game when a team cannot field nine (9) players. Teams requiring call ups are not permitted to exceed nine (9) players.

B4.3 Any VPYB player rostered on a Minor team is eligible to be called up.

B4.4 The called-up player must be placed at the bottom of the batting order and is eligible to play any position (except pitcher) and must field equal innings.

## B5. Coaches

B5.1 All base coaching will be done by head coaches, assistant coaches and/or individuals 18 years of age or older at the discretion of the head coach.

B5.2 Only base coaches are allowed on the field while the game is in play. All other coaches and players must remain behind the fence in the dugout area.

**B6. Complete Games**

B6.1 A regulation Minor Division Game shall be six (6) innings.

B6.2 A game is a complete game if four (4) innings have been completed or if the home team is leading after three and one half (3 ½) innings.

B6.3 At the end of six (6) innings when a game is tied, it shall go into extra innings until the outcome is decided or the game is called by the umpire.

B6.4 Extra innings will consist of the California Rule, whereas the last recorded out will be placed on second base for each team to start each half inning.

B6.5 If a game is suspended it will resume in the same state in which it left off.

**B7. Time Limits**

B7.1 For regular season games, no new inning can start one hour and forty-five minutes (1:45) after the start of the game. All innings that start before the time limit will be completed, darkness permitting. The umpire will make the final decision on darkness. If there is a game scheduled following the conclusion of the game, a drop-dead time limit of two (2) hours will be applied.

B7.2 Umpire will note the time start of the first pitch.

B7.3 Should last inning be declared by the umpire or agreed upon by the head coaches before the 1:45 minute time limit, the final inning shall be unlimited runs.

**B8. Slaughter Rule**

B8.1 Ten (10) run Slaughter Rule. A game will end if a team has a lead of fifteen runs after four (4) innings or ten (10) or more runs at the end of five (5) innings.

B8.2 There is no run limit per inning.

**B9. Hitting Rules**

B9.1 Every player present for the game shall be included in the batting lineup. If a player arrives after the game starts, he/she shall be placed last in the batting order. Should a player leave the game early, his/her spot in the batting order shall be skipped without penalty.

B9.2 Bunting is permitted however once a player shows his/her intention to bunt, he/she cannot pull back and then take a full swing. Violation of this rule will result in the batter being ruled out and all base runners will return to their previous bases.

B9.3 Throwing of the bat will be discussed at ground rules. The first occurrence of a thrown bat will result in a team warning. Subsequent violations will result in the player being called out and all runners must return to the bases they previously occupied.

B9.4 Drop-third strikes are in play when first base is not occupied. If there are two outs, a drop-third is in play, even if first base is occupied.

B9.5 A walked batter is not free to advance beyond first (1<sup>st</sup>) base until after the first (1<sup>st</sup>) pitch to the next batter. A batter hit by pitch is awarded first base. A batter hit by a pitched ball on a bounce is a hit batter and the ball is dead.

#### B10. Baserunning

B10.1 Lead offs and steals are permitted from all bases.

B10.2 A runner may take a lead off at any base.

B10.3 Prior to each game the umpire will establish a line approximately 10 feet from third base on the third base line towards home plate. This will represent a wall that the runner on 3<sup>rd</sup> base line cannot advance from until the ball is crossed home plate.

#### B11. Sliding

B11.1 A runner shall be called out if he/she does not attempt to get around the fielder, or otherwise attempt to avoid a collision with the fielder who has the ball, or who is about to have the ball, and is waiting to make a tag at a base. The runner must make every attempt to avoid contact with the fielder.

#### B12. Pitching

B12.1 DAILY/WEEKLY PITCHING LIMITS. All rostered players are eligible to pitch the lesser of 3 consecutive innings daily. It is recommended to rest for two (2) days after pitching 3 innings, one (1) day after pitching two (2) or fewer innings.

B12.2 A pitcher who has been removed from the mound will not be permitted to return to the mound as a pitcher in the same game.

B12.3 There are no intentional walks.

B12.4 Any pitcher who hits two (2) batters in one inning or three (3) batters in a game must be removed as a pitcher.

B12.5 A pitcher may not throw a curveball. The umpire will warn the pitcher on the first offense. On the second offense the pitch will be called a ball regardless of the position or if the batter swings.

B13. Balks

B13.1 The umpire shall issue one warning per pitcher per game prior to calling a balk on that pitcher. If an umpire calls a coach to the mound to explain or discuss a balk, it shall not count as a trip to the mound. After a warning is given, subsequent balks will cause baserunners to be awarded on base. A balk will be called if a pitcher makes an illegal motion on that mound that the umpire deems to be deceitful to any baserunner.

B14. Mound Visits

B14.1 On the 2<sup>nd</sup> trip to the mound in the same inning to talk to the same pitcher, the pitcher must be removed. A trip to the mound for injury will not be considered an Official trip to the mound.

B15. Infield Fly Rule

B15.1 An Infield Fly is a fair ball which can be caught by an infielder in fair territory with ordinary effort, when first and second or first, second and third bases are occupied, with less than two outs.

## APPENDIX A — PARENT CODE OF CONDUCT

### Villa Park Youth Baseball Association, Inc. - Parent Code of Ethics

I will always remember the game is for the kids, not for the adults.

I will encourage good sportsmanship by demonstrating positive support for all players, coaches, and game umpires.

I will place the physical and emotional well-being of my child and the other children ahead of any personal desire to win.

If I feel that my child is not playing in a safe and positive environment, I will address my concerns with:

1) The Head Coach

2) the Division Commissioner

3) the Board President

(This includes but is not limited to concerns of facility/equipment safety, coaches' actions, players' actions, umpires' actions, other parents' actions.)

I will provide only positive support for the coaches working with my child to ensure a positive, enjoyable, and fun experience.

I promise to help my child enjoy the youth sports experience within my personal constraints by doing whatever I can, such as being a respectful fan, assisting with coaching, or providing transportation.

I will encourage and ask my child to treat other players, coaches, fans, and umpires with respect regardless of race, sex, creed, or ability.

I will support the team rules and regulations set forth by the team manager at the beginning of the season, dealing with missed practices and games.

I understand that our coaches are volunteers and are out there for the kids. If I feel that things are being handled incorrectly, I will notify the:

1) The Head Coach

2) The Division Commissioner

3) The President and let them investigate my concerns.

I understand that umpires generally make the correct call even when I see the incident differently. If an error is made, I will remember that:

1) no one is perfect

2) the number of incorrect calls usually balance out for both teams

3) the umpires have a different viewpoint than mine

4) the occasional incorrect call seldom affects the outcome of the game

5) there are lessons to be learned from these occurrences that are often more important than winning/losing.

Any and all comments that come out of my mouth to the coaches, umpires, players, or other parents will be only positive ones. I will notify the:

- 1) the coach
- 2) the Division Commissioner
- 3) the Board President of any situations that I feel are negative for the program and allow them to handle them.

I will familiarize myself with the rules of the sport so that I might help my child learn and that I might better appreciate and enjoy the game.

I will not force my child to participate in sports but support their desires to play and have fun. I will not embarrass my child, team, or coaches by yelling in a negative manner at other players, coaches, parents, or umpires.

I will demand a sports environment for my child that is free from drugs and alcohol and will refrain from their use at all practices and games.

I agree with these rules and understand that Villa Park Youth Baseball has adopted a Zero-Tolerance policy and that not abiding by these basic rules will restrict me from attending future practices and games.

## APPENDIX B — UMPIRE RULES

- U1. Umpires are responsible for reading and understanding all rulebooks that VPYB will be involved with throughout the season. Some rulebooks include but are not limited to the IHSA Rulebook, the VPYB Rulebook, the WSBL Rulebook, CSYBA Rulebook, the Chicagoland Sunday Baseball & Softball Rules, and Five Star Softball Rulebook.
- U2. No one will be permitted to umpire without wearing a safety cup, mask, shin guards, chest protector and protective headgear.
- U3. Umpires must arrive at the game site 15 minutes before game time in an official blue shirt with clicker, brush, hat, and watch.
- U4. At the conclusion of a game, umpires are responsible for putting ALL VPYB owned umpire equipment into the league bag and the appropriate lock boxes.
- U5. If an umpire cannot make a game, he/she is scheduled to work, he/she must make arrangements with another umpire to work the game. If an umpire fails to show up or fails to find a replacement two (2) times during the season he/she will be dropped from umpiring for the rest of the season.
- U6. The Umpire is responsible for meeting with the opposing Coaches prior to a game to explain ground rules to the Coaches.
- U7. To speed up game time, pitchers are limited to 6 warm-up pitches in their first inning and 4 warm-up pitches in subsequent innings pitched. An eligible pitcher must pitch to at least one batter.
- U8. Umpires must always hustle and use reasonable efforts to be in the proper position on the field to make calls.
- U9. The umpire in charge and/or the field umpire shall submit a written report to the Umpire Commissioner and a copy to the President within 24 hours after the end of a game any violation of rules, use of obscene or indecent language, and any other incidents worthy of comment, including the disqualification of any manager, coach and/or player, and the reasons, therefore.

## APPENDIX C — MEDICAL RELEASE AGREEMENT

VILLA PARK YOUTH BASEBALL ASSOCIATION, INC  
Softball, Baseball, and Camps.  
Terms & Conditions Waiver & Release of Liability.

I/we (Parent/Guardian of Participant and and Participant) agree to the following terms and conditions of participating in the Camp/LEAGUE provided by Villa Park Youth Baseball & Softball.

### 1. Medical Condition & Authorization.

I certify that the named Participant is physically able to participate in VPYB Baseball & Camps and that I know of no restrictions, physical impairments, or any other facts, which in any manner limit his/her participation in such a program. I also understand VPYB Baseball & Camps will administer no physician examinations. I will rely solely upon the information shown on this form. I give permission for participants to receive emergency medical or surgical treatment and hospitalization if necessary. I hereby authorize directors, coaches, staff and associates of VPYB Baseball & Camps to act on my behalf according to their best judgment in any emergency requiring medical or surgical treatment and hospitalization if necessary.

### 2. Financial Responsibility & Insurance.

I will be financially responsible for any medical attention needed during the season and Camp or resulting from an injury received at VPYB. I represent that I have provided and maintained adequate health and medical insurance coverage for Participants covering any and all activities related. My medical insurance shall be the insurance coverage for any medical VPYB shall not assume, or be responsible or liable for expense, medical treatment, or compensation for any injury to the named Participant may suffer during participation or related activities.

### 3. Compliance with VPYB Rules.

Participant understands and agrees to VPYB rules, policies and stated and customary terms, conditions or requirements for participation including any rules or conditions of any ACTIVITIES. I/we agree that if you observe any unusual or significant concern in Participant's readiness for participation in the VPYB or participant's failure or unwillingness to comply with the VPYB Rules, you may, at your sole discretion, remove participant from the participation and immediately inform the nearest VPYB official. Also, I/we hereby release and forever discharge VPYB, from any and all claims, actions, damages, or liability ties (including attorneys' fees and costs), arising from or related to any acts, actions, failures to act by Participant or Participant's disregard or failure to follow VPYB Rules.

#### 4. Assumption of Risk of VPYB Activities

I understand the risk of injury to participants from the activities involved in baseball is significant, including the potential for permanent disability and death. The term "Camp Activities" includes but is not limited to: travel to and from Camp, activities on and off the field, activities before and after field instruction at any hotel or third-party facilities at which a Camp activity or function is conducted. While the particular Camp rules, equipment and personal discipline may reduce the risk, the risk of serious injury does exist. I/we (Parent/Guardian and Participant) knowingly and freely assume all such risks, both known and unknown, even if arising from negligence of VPYB Camps, and its Coaches, Staff, Camp Management, and Directors and I/we assume full responsibility for participation in Camp by Participant.

#### 5. Release & Hold Harmless.

I/we for myself and on behalf of Participant hereby release and hold harmless America's Baseball Camps, Inc., and its coaches, staff, camp management, directors, sponsors, representatives, volunteers and if applicable the owners and lessors of the premises used to conduct the Camp (Releases) with respect to any and all injury, disability, death or loss or damage to person or property incident to participant's involvement or participation in any and all Camp activities whether arising from the negligence of releases or otherwise, to the fullest extent permitted by law.

#### 6. Indemnity.

I/we, for myself and on behalf of Participant, hereby indemnify and hold all of the above releases from any and all liabilities incident to Participant's involvement or participation in any and all Camp activities whether arising from the negligence of releases or otherwise, to the fullest extent permitted.

## APPENDIX D — ANTI BULLYING POLICY

### Villa Park Youth Baseball Association, Inc. - Anti Bullying Policy.

Given the serious effects bullying has on youth and organizations, VPYB cannot simply dismiss it as a normal or inevitable part of childhood. There is nothing normal about ongoing incidents of harassment, violence and intimidation. Bullying not only leads to anxiety and low self-esteem in youth who are targeted but also causes other youth to feel unsafe. Youth of all ages deserve the right to feel safe and supported by all VPYB Board Members, Coaches, and parents.

VPYB's purpose and responsibility is to address all bullying issues that take place at all VPYB activities and functions. Taking bullying behavior seriously is an important step in working toward a safe and effective program. By raising awareness throughout our league, Board Members, Coaches and Parents can work together to ensure that VPYB is a place where youth and parents feel welcome and included.

Bullying is: intentional, repeated harmful acts, words or other behavior that makes the victim feel hurt, scared, and/or ashamed, an imbalance in real or perceived power must exist between the bully and the victim not intentionally provoked by the victim(s).

#### Types of Bullying:

**Physical Bullying:** Hitting, stealing, shoving, strangling, hair-pulling, biting, excessive tickling, or any other deliberate and inappropriate touching.

**Verbal Bullying:** Hurtful name-calling, taunting, threatening, gossip, and teasing.

**Emotional Bullying:** rejection, terrorizing, extorting, humiliating, black-mailing, rating/ranking of personal characteristics such as race, disability, ethnicity, or perceived sexual orientation, manipulating friendships, isolating, and peer pressure.

**Harassment:** includes many of the actions listed above and sexual harassment involving actual physical contact or explicit written/verbal language.

In many cases, same-gender and cross-gender sexual harassment may also qualify as bullying. If any individual (youth or adult) is involved in bullying, the following consequences can be given depending on the bullying situation at the discretion of the League President and/or the Executive Board. Verbal Warning Suspensions Expulsion from VPYB with each of these consequences, Parents and/or legal guardians will be notified. Following due process procedures, appropriate consequences will be assigned.