

**NILES PARK DISTRICT
FALL BASEBALL LEAGUE
2017 Rules & Regulations**

1. SPORTSMANSHIP: All coaches, players, parents and fans must follow our Zero Tolerance Policy. Yelling, arguing or confronting another parent/coach/player/umpire is not allowed. The umpire call is final. Cheering is allowed but must be positive and only for your team. Once a pitcher begins his wind up **all cheers must end**. In the event of a lopsided game, the winning team should take into consideration the use of non-regular pitchers or position players to still make the game fun.

2. GAME / INNING LENGTH:

A) 8u & 10u Minors - 6 inning game. 3 outs or 5 runs end an inning.

*Last inning will be unlimited runs scored. Both coaches and the umpire must state which is the last inning before the 1st pitch of that inning as the time limit may come into effect.

B) 10u Majors & 12u - 6 inning game. 3 outs end an inning.

C) 14u - 7 inning game. 3 outs end an inning.

3. TIME LIMIT: To keep the game moving, please limit infield warm-ups to the first two innings. Starting in the 3rd inning there will be no infield warm-ups. Pitchers get 5 warm pitches max.

A) 8u, 10u, 12u - No new inning can start 1 hour and 45 minutes after the 1st pitch. The game has a drop dead time of 2 hours and will revert to the last complete inning if it is in the middle of an inning.

B) 14u - No new inning can start 2 hours after the 1st pitch. The game has a drop dead time of 2 hours and 15 minutes and will revert to the last complete inning if it is in the middle of an inning.

***WEATHER DELAYS DO NOT COUNT TOWARDS GAME TIME.**

***PIONEER PARK HAS A 10:45PM CURFEW, NO NEW INNING CAN START AFTER 10:30PM.**

4. BASE DISTANCE:

A) 8u & 10u Minors: - 60 Feet Bases

B) 10u Majors & 12u: - 70 Feet Bases

C) 14u - 90 Feet Bases

5. PITCHING DISTANCE:

A) 8u - 42 Feet

B) 10u Minors - 46 Feet

C) 10u Majors - 48 feet

D) 12u - 50 Feet

E) 14u - 60 Feet 6 inches

6. BALKS:

A) 8u & 10u Minors - NO BALKS

B) 10u Majors, 12u & 14u - BALKS (No warning)

7. STEALING & LEADOFFS:

A) 8u - No stealing or lead offs.

B) 10u Minors - Steal 2nd & 3rd base only after the ball crosses home plate. Leadoffs ok anytime after ball crosses home plate.

C) 10u Majors, 12u & 14u - Anytime.

8. SLAUGHTER RULE:

A) 8u, 10u & 12u - 10 runs after 4 complete innings

B) 14u - 10 runs after 5 complete innings.

9. DROP THIRD STRIKES:

A) 8u & 10u Minors: NO

B) 10u Majors, 12u & 14u: YES

10. BUNTING

A) Bunting is allowed at all levels

B) Fake Bunting is allowed at all levels.

C) Fake bunting and swinging is not allowed at any level. Batter will be called out.

11. OVERTHROWS

A) 8u - No advancement on overthrows. Even if ball goes out of play.

B) 10u Minors - Runners can advance only 1 extra base on overthrows except for steal attempts. Runners can't advance on overthrows on steal attempts.

C) 10u Majors, 12u & 14u - Runners can advance as many bases at their own risk.

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12. LEGAL BATS:

- A) 2 5/8 barrel bats must have a BPF 1.15 stamp if the drop is greater than -5. There is no limit on the drop difference as long as the bat has a stamp.
- B) Less than 2 5/8 barrel can be any differential.
- C) No 2 3/4 barrel are allowed even with a stamp.

13. PITCHING RULES ALL LEVELS:

- A) One pitch constitutes one inning pitched.
- B) A pitcher taken out during an inning may NOT return during that inning.
- C) 14u may pitch a maximum of 4 innings per game.
- D) 10u and 12u may pitch a maximum of 3 innings per game.
- E) 8u may pitch a maximum of 2 innings per game.
- F) Innings do not need to be consecutive.
- G) If a pitcher hits two batters in an inning, they must be pulled. If a pitcher hits 3 players in a game, they must be pulled and can't pitch the rest of the game.

14. STARTING A GAME: Games can and should begin even with just 7 players. A continuous batting order will be used for all players present for the game. Players arriving late and before the 1st pitch of the 4th inning must be added to the end of the batting order. Players arriving after the 1st pitch of the 4th inning may not play in the game. An injured player can be removed from the game and may not return once their turn in the batting order has passed with no out being charged. Players leaving for any other reason will be charged as an out once their turn at bat arrives. A team may call up a player from the age group below to give them 9 total players. Call-ups must bat last in the order and can only play the outfield.

16. SLIDE RULE: A runner never has to slide but a runner always has to avoid making contact or altering the play of the fielder. Any runner who initiates malicious contact will be ejected from the game.

17. ADVANCING HOME

- A) (8u) Runners can only advance home on a batted ball or bases loaded HBP.
- B) (10u Minors) Runners are not allowed to advance home on a WILD PITCH, PASSED BALL OR OVER THROW ON A STEAL ATTEMPT.
- B) (10u Majors, 12u & 14u) Runners can advance home at any time at their own discretion.

18. PLAYING TIME RULES:

- A) (8u), (10u) and (12u): Every player must play in at least 3 of the 6 innings.
- B) (14u): Every player must play in at least 4 of the 7 innings.
- C) All divisions: No player can sit out 2 consecutive innings and no player can sit out twice before everyone has sat out once.

19. NFHS Rules: Anything not covered by the house rules will be based on the National Federation High School rules.

2017 Rules & Regulations (Special 8u rules)

1. Kids will pitch all 6 innings of each game.
2. No walks will be permitted. If ball four is called the batter will not be awarded first base. The strike count will remain the same. The batter's coach will have a max of 3 pitches from 42ft. until the ball is put into play or the batter strikes out. If a batter fouls off the 3rd pitch or any pitch thereafter, he will continue his at-bat until he puts the ball into play, swings and misses or takes a pitch.
3. 10 players will be on the field. P-C-3B-SS-2B-1B-LF-LCF-RCF-RF. There must be 4 players in the outfield grass (or at least 15 ft. behind 2nd base) once the pitcher starts his motion. After the ball is released, players can move anywhere on the field.
4. Whenever a player is hit by a pitch on a fly, they will be awarded 1st base. If a pitch bounces once and hits a batter they will be awarded 1st base as long as they make an attempt to get out of the way. A pitch that bounce 2 or more times and hits the batter will be called a ball.
5. The play will be called dead when the umpire calls it dead.

**All players in all divisions must be in uniform and registered with the Niles Park District.
Any player not in their Niles Park District issued uniform will not be allowed to play.**