



BOLINGBROOK YOUTH BASEBALL LEAGUE, INC.

As a member of the Bolingbrook Athletic Council, Bolingbrook Youth Baseball League and its members support and adhere to the Bolingbrook Park District's "Character Counts" program.

CODE OF CONDUCT FOR BOARD OF DIRECTORS

In its official capacity The Board of Directors is acting on behalf of the Organization, and since actions and/ or statements of any or all of its members may be construed or interpreted as an official position or decision of the Board of Directors; the following Code of Conduct shall be strictly adhered to by its members:

- Failure to carry out business of the Organization within required time frames of Presidential directives
- Dereliction of duty or any abuse of office, or actions that are in diametric opposition to the purpose of the Organization
- Inappropriate use of social media
- Conflict of interest that interferes with the Organization's ability to conduct its business

Any members of the Board of Directors who fail to adhere to this Code of Conduct shall be subject to disciplinary action as outlined by the Organization's Bylaws. Serving on the Board of Directors constitutes acceptance of this Codes of Conduct.

CODE OF CONDUCT FOR MEMBERS, PLAYERS, AND SPECTATORS

Players live clean and play hard. Players play for the love of the game; winning without boasting, losing without excuse, but never quitting on themselves or their teammates. Players respect officials and accept their decisions, and never forget that when people judge a player's action they judge not only the player, but also the team, the Organization, and the community the player represents.

Managers and Coaches inspire in the players a love for the game and a desire to win, teaching that it is better to lose fairly than to win unfairly. Managers and coaches teach players and spectators to respect officials by setting a good example. Managers and coaches build strong character, and they are the type of people they want the players to be.

Officials know the rules, are fair and firm in all decisions and call them as they see them. Officials treat players, managers and coaches courteously and deserve the same treatment for themselves. Officials know the game is for the players and let them have the spotlight.

Spectators appreciate a good play, no matter who makes it. Spectators know that their community gets the blame, or the praise, for their conduct, and understand their role is to encourage and demonstrate good sportsmanship at all times.

Smoking is prohibited in or near the fields, facilities or dugouts at any BYBL game or practice.

A "No Tolerance" rule will be STRICTLY enforced. Officials should not allow any behavior contrary to the defined Code of Conduct above.



BOLINGBROOK YOUTH BASEBALL LEAGUE, INC.

LOCAL RULES (11/15)

Bolingbrook Youth Baseball League (the League) will be governed, with few exceptions, by all organizational and playing rules set forth by PONY Baseball, Incorporated (PONY Baseball) of Washington, PA. These rules are detailed in the PONY BASEBALL BLUE BOOK, OFFICIAL BASEBALL RULES (The Sporting News), and PONY BASEBALL RULES AND REGULATIONS (Pinto, Mustang, Bronco, Pony, Colt, and Palomino versions).

The following is a list of amendments to the aforementioned rules. These amendments were prepared in an effort to better serve the local needs of the League. For the purpose of these amendments, unless specified otherwise, the term “coach” is interchangeable with “manager” and “business manager”.

I. League Boundaries

League boundaries will extend from the existing village limits of incorporated Bolingbrook to the existing village limits of all neighboring incorporated communities and will include all unincorporated areas within these boundaries.

II. Legal Players

In order to participate in the League, a player must be of legal playing age as outlined by PONY Baseball. "League Age" is as defined by the chart posted in the current season's PONY rulebook. For Pinto, Mustang, Bronco, and Pony divisions: Spring Season League Age is defined by the player's age prior to May 1 of the current calendar year through April 30 of the following calendar year and Fall Season League Age is defined by the player's age prior to May 1 of the next calendar year through April 30 of the following calendar year. A player is assigned to a division by their league age for that calendar year as described below:

League ages are as follows:

Pinto	7 - 8
Mustang	9 -10
Bronco	11 - 12
Pony	13 - 14

For Colt, Palomino, and Collegiate divisions both the Summer and Fall season League Age is defined by the player's age prior to May 1 of the current calendar year through April 30 of the following calendar year

Colt	15 – 16
Palomino	17 – 19
Collegiate	20 – 29



III. Selection of Managers/Coaches/Business Managers

The President of the League will appoint a Manager/Coach Selection Committee (Selection Committee) to establish requirements needed to be met by all BYBL prospective Managers and rostered assistant coaches.

For the purpose of these rules, an "approved" coach is one who has met the Selection Committee's established requirements but has not been assigned to a specific team. A "rostered" assistant coach is an approved coach who **HAS** been assigned to a team.

The Selection Committee will interview all individuals who have expressed an interest in coaching within the League, determine whether or not the established requirements have been met, and present a list of those individuals interviewed to manage and/or coach, along with recommended divisional assignments, to the Board for approval. All coaches are subject to a background check.

It is understood that a disclosure during background check screening that contains one or more of the following disqualifying criteria will preclude an individual from serving as an approved or rostered coach, manager or volunteer of the Bolingbrook Youth Baseball League:

- 1) Conviction of a felony;
- 2) Conviction of a crime involving a minor, regardless of the offense;
- 3) Conviction of a crime involving force or threat of force against a person;
- 4) Conviction of a crime in which sexual behavior is an element;
- 5) Conviction of a crime involving controlled substances (*not paraphernalia or alcohol, and subject to the discretion of the Board*);
- 6) Conviction of a crime involving cruelty to animals;
- 7) Any sex offender registrant;
- 8) Refusal to undergo background screening as mandated

The Board of Directors must approve **all** rostered coaches and Managers.

The Board will notify all individuals interviewed, or who have applied for a position, regarding their coaching status. An individual not approved to coach will be allowed to appear before a joint executive session of the Selection Committee and/or the Board, at its discretion, to appeal the decision.

IV. Managers and Coaches - General

Managers will be responsible for passing along all information coming from all League and Manager's meetings including league schedules, umpire schedules, concession schedules and any other league information to their coaches and player's parents/guardians. Failure to comply with this requirement is subject to disciplinary action by the Board. If a Manager is unable to attend a meeting, they are responsible for insuring that a representative from their team is present and they are informed of all actions and information coming from the meeting.

Managers will be responsible for submitting any "team rules" to the League Commissioner of their division for approval. These rules must be submitted before Opening Day. *The League will not support teams rules not submitted or approved.* Approved team rules must be given to each player on the team. Managers will be responsible for all equipment and uniforms issued to their team. Failure to return or account for the equipment and uniforms at the end of the season will be sufficient reason for the Board to refuse the Manager to participate in the League in any capacity in subsequent seasons and may be subject to financial responsibility for that equipment.



Managers will be responsible for monitoring and controlling their team member's use of Park District property. This will include such destructive acts as hitting or throwing baseballs, rocks, or other objects into fencing, backstops, buildings, etc. Managers who fail to comply are subject to action by the Board.

Managers will be responsible for keeping their team member's medical release forms throughout the season and making them readily available for the plate umpire to inspect at least fifteen (15) minutes prior to the start of each game. Only those players (including call-ups) whose medical release forms are available for inspection AT THE START OF THE GAME will be allowed to participate in any given game. If a Manager is unable to produce enough medical release forms prior to a game, their team will forfeit that game.

Managers will be responsible for their own conduct, as well as the conduct of their coaches, players, player's parents/guardians, and team's fans. Failure to control the conduct of the afore-mentioned individuals will be sufficient reason for the Board to refuse the Manager to participate further in the League, or any other disciplinary action at its discretion.

Managers will be required to schedule a minimum of two (2) practices per "non-game" week beginning four (4) weeks before Opening Day and one (1) practice during weeks with one or two scheduled games after Opening Day. Managers may be asked to submit their practice schedule to the Board at any point before or during the season. Failure to comply with this requirement will be sufficient reason for the Board to take any disciplinary action.

All Managers and rostered coaches must appear at a minimum of 50% of team games in an "on-the-field" coaching capacity. For the purpose of this rule, the dugout is considered "on-the-field". If a Manager or Coach is going to miss two (2) CONSECUTIVE games, they are then by rule **required** to notify their Commissioner. The first offense of failure to notify the Commissioner will result in the offending Manager or rostered coach being suspended for one (1) game. The second offense will result in the dismissal of the offending Manager or rostered coach or any other disciplinary action at the Board's discretion.

Each team will be scheduled to provide a rostered coach to provide Mustang and Pinto game supervision coverage as necessary. Failure to meet these requirements and responsibilities may result in a suspension and considered not in good standing, or any other disciplinary action at the discretion of the Board.

All rostered and/or approved coaches, coaching "on-the-field", are strongly recommended to be dressed in the uniform matching the uniform of their team.

ALL DIVISIONS

Each game must have coach coverage (Manager or Rostered Assistant).

Only rostered and/or approved coaches will be allowed to coach the base paths. If a rostered and/or approved coach is not available, an eligible player from that team wearing a protective helmet will be allowed to coach at first base.

V. Umpire Requirements

The Youth Umpire Coordinator(s) will be responsible for establishing all guidelines pertaining to youth umpires within the League. These will include, but not be limited to, umpiring requirements, clinics, rules of conduct, dress code, level of authority, and game scheduling.



All Umpires will be required to sign the official “Game Report” and obtain signature by both team managers at the end of every game. Unless irrefutable evidence can be produced to the contrary, failure to sign the Game Report will result in being declared absent from the game.

All umpires will be required to abide by all guidelines established by the League. ***Failure to abide by these guidelines will result in the offending umpire being suspended or expelled from any further participation within the League.*** The game’s head umpire may ask for, inspect, and verify each team’s medical release forms at least fifteen (15) minutes prior to the start of each game. All coaches are required to adhere to all normally accepted rules governing their relationship with umpires, with the following being emphasized.

1. Coaches are not allowed to protest called balls and strikes or ANY OTHER JUDGMENT CALLS, and are subject to immediate disciplinary action at the discretion of the umpire(s).
2. Unless notified in advance of a rainout, the board member on duty will determine if the field is playable. After the game has started however, the game’s head umpire will have COMPLETE AND TOTAL control of field and lighting conditions, under the supervision of the Board Member on duty, except for as provided in section XXVI. of the rules.

VI. Selection of Players – Pinto, Mustang, and Bronco

- Head coach kids will be protected.
- You will have 1 assistant coach in which you would then keep that assistant coach's child(ren).
- ALL PLAYERS will need to be evaluated. This includes coaches children.
- If a coach kid(s) is not at the evaluations the coaches kid will automatically be placed in *tier #1 (see below tier explanation)
- Any player not showing up to evaluations will not be placed / drafted on a team until evaluated.
- Along with YOUR individual evaluations several BYBL board members will also be evaluating.
 - BYBL board members evaluations will determine a "ranking" order (1-5 scale 5 being the best)
 - This order/ranking of players will be placed in TIERS.
 - Each Tier will have a certain amount of players to be drafted.
 - For example there are 6 teams and 12 players in Tier #1 (Ranked as a 5/5). This will give the coaches the ability to draft any of the 12 players within this tier before moving onto the next tier.
 - The intent of these tiers is to attempt to make the league balanced.
 - If there is a BYBL Board Member coaching in Pinto, Mustang, or Bronco, said Board Member will not be a Board Evaluator and will have nothing to do with the rankings or tiers for that Division in which they are coaching.



VII. *Selection of Players - Pony*

Pony division will use the player evaluation (tryouts) and draft system for player distribution. **All players must attend evaluations!** Any player that is unable to attend tryouts that has played in the league previously can be rated by a **minimum of two coaches and/or board members present at draft night**, so that he/she can be drafted. If the player is new to the league, or there are no coaches that are able to give a rating, the player will be placed on a team through a blind draft. **A blind drafted player cannot be traded.**

The draft order will be determined by a random draw determined on draft night. Every odd numbered round of the draft will go left to right (1 to highest number pick), every even numbered round will go right to left (highest number pick to 1). The first team needing a player in a given round will pick first, the next team needing a player will pick next, and continue until either all teams have made a selection or the draft grid is filled for the round. A maximum of twelve (12) players per team will be assigned unless otherwise approved by to the board.

“Protected” players will consist of the child (or children) of the team’s Manager and the rostered coach's child. Protected players will be placed on the prospective team’s draft grid in the following manner:

- (1) Assistant coach’s child positioned in Round #12
- (2) Manager's child positioned into Round #11.

A returning Pony manager also has the option to retain up to (1) additional player from his/her prior year’s spring team. A returning rostered assistant coach can retain up to (1) player but **ONLY** if the returning manager has either moved up in division, or has left the league. These players will be declared before the evaluations begin and will be positioned in Round #1.

All other players will be available through the draft at every level.

Any protected players by Managers must be confirmed and approved by the Player Agent prior to the player evaluations.

It is required that all teams have a Manager and rostered assistant coach in place before the draft. In the case this doesn’t happen, the Player Agent will assign one to the team from those individuals requesting to assist prior to the draft.

Should there be a drop from the league of a protected player prior to the draft, the Manager can replace the protected player with another only from their previous spring team with Player Agent approval.

Unless specifically requested by a child’s parent/guardian, all siblings of players selected in any round will be placed in the lowest unoccupied round on that team’s roster.

If a parent/guardian requests that their child/children not be on a certain team, the coaches will be notified prior to the draft. If the child/children is/are picked by said team, the Player Agent shall have final determination. All parent/guardian requests must be made prior to the draft. Post-draft requests will not be honored.



VIII. Selection of League and Players- Colt, Palomino, and Collegiate

The Board of Directors will determine from year to year what league the Colt and Palomino Divisions will participate in, and how players will be assigned.

VI. Sponsors

When applicable, team sponsors will sponsor their child's team

V. Trading of Players

PINTO/MUSTANG/BRONCO:

A trade will only be allowed between players in the same tier and will be reviewed by Player Agent and board of Directors.

PONY:

All proposed trades must be submitted to the Player Agent for approval. Trading must take place within 48 hours of the draft. Any proposed trades after the stated deadline must be submitted to the Board of Directors for approval.

X. Assigning Players to In-House Teams

Players who are not initially selected or assigned to teams because of late registration, illness, changing residences, etc. will be required to contact the Player Agent for team assignment. **Player will have to go through an evaluation at some point before being selected to a team.**

The Player Agent will either assign the player to a team or refuse the player from participating during the current year. Managers who are assigned players by the Player Agent are required to abide by the decision. Failure to comply with the decision will be sufficient reason for the Board to suspend or expel the Manager from any further participation within the League.

XI. Equipment

Uniforms

Pitchers will not be allowed to wear any white or gray garment under their team jersey that extends below the team jersey sleeve. Jackets and other outer garments will not be allowed to be worn by any player on the field except base runners and players coaching base path.

Metals spikes **WILL NOT BE WORN** in the Pinto, Mustang and Bronco divisions. BYBL requires that all players wear athletic supporter with cup.



Bats

Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and not more than and 2-5/8 in diameter at the thickest part, not more than 42 inches in length, are acceptable. No bat shall be used if dented, cracked, modified or misshaped.

- (1) Bats manufactured specifically for use in tee ball play, shall not be used when the ball is pitched by a player, coach or pitching machine. Coach-pitch bats will only be used in coach-pitch using a safety ball.
- (2) 2-1/4" BARREL bats are legal in all divisions of PONY Baseball. They must have a **USA Baseball stamp** or a **USSSA 1.15 BPF stamp on the bat.**

(3) 2-5/8" BARREL bats are legal in all divisions of PONY Baseball. If it's a 2-5/8", it must have a **USA Baseball stamp** or a **USSSA 1.15 BPF stamp on the bat.**

- (3) In the Pony division, -3 Bats (Drop 3) bats are permitted and must be BBCOR certified
- (4) 2 3/4" barrel bats are prohibited in all divisions of PONY Baseball.
- (5) Effective January 1, 2014, Colt and Palomino will only be allowed to use 2-5/8" -3 BBCOR certified bats.

Helmets

BYBL requires that all Pinto Division batters wear a protective helmet with mask and as such the league provides Team helmets.

All other divisions, the players provide their own helmets.

XII. Safety Rules

If a batter unintentionally throws his bat, the umpire shall warn him. Should the same batter unintentionally throw his bat a second and/or subsequent times during a game, he shall be declared out. No runners shall be allowed to advance -**DEAD BALL**.

No slashing – Batters who show bunt must either bunt or take the pitch. Batters who show bunt and then swing the bat will be called out whether they make contact with the ball or not AND will be immediately ejected from the game. **NO WARNING.**

XIII. Participation/Playing Rules – Pinto and Mustang

1. MINIMUM PLAY RULE

All players within this division that arrive in uniform by the official scheduled start time are required to play in accordance with the minimum play guidelines. The minimum play guidelines are – every player must sit one (1) inning before any player sits a second (2nd) inning except when a player arrives late or leaves early before the end of the game. Any late player will be added to the end of the batting order immediately and play half the remaining innings. If the number of the remaining innings is odd, then the late player must play half of the remaining innings minus one (i.e. five (5) remaining innings; player must play a minimum of two (2) innings).

PINTO ONLY: In addition, all players must play a minimum of two (2) innings of infield and one (1) inning outfield by the end of the 4th inning except when a player arrives late or leaves early before the end of the game.



Managers failing to comply with the must-play rule will be subject to the following actions:

1. Immediately sit the player(s) who did not meet the minimum sit rule;
2. Following the first offense, the offending Manager will be given a warning by the Board.
3. Following the second offense, the offending Manager will be suspended from participating in their team's next game, and will be required to appear before the Board.
4. Should the problem continue, the Board will have the right to suspend or expel any offending Manager or Coach from any further participation in the League.

NOTE: Steps should be taken to resolve the violation immediately when it becomes known during a game.

1a. DISCIPLINARY RULES

A player who misses 1/3 of his/her scheduled games or practices or who is a proven disciplinary problem, may have his/her playing time limited to one inning on defense and one time at bat until his/her attendance and/or conduct improves. Approval of the Board President is necessary for every game that this rule is to be enforced. In addition, Managers and Commissioners/League President will jointly inform his/her parents, opposing manager, and umpires of this disciplinary action prior to the game.

2. REQUIRED NUMBER OF PLAYERS

PINTO:

Ten (10) players shall be used defensively utilizing four (4) outfielders. In the event a team is unable to start a game with ten (10) eligible players, due to injury or unforeseen circumstances, the game will start and continue with a minimum of eight (8) players. If the number of eligible players goes to seven (7), the team will forfeit. If a ninth (9th) player arrives to the game later, he/she will be eligible to play immediately. Eligible player will be entered last in the batting order. PONY Baseball Rules, section 18 B states that a team has 15 minutes from the scheduled starting time to field a team. The interpretation of this is that a game must start on time or as soon as eight (8) eligible players arrive at the playing fields. If eight (8) eligible players are not available within 15 minutes of the scheduled starting time, the game will be declared a forfeit.

MUSTANG:

In the event a team is unable to start a game with nine (9) eligible players, due to injury or unforeseen circumstances, the game will start and continue with eight (8) players. If the number of eligible players goes to seven, the team will forfeit. If a ninth (9th) player arrives to the game later, he/she will be eligible to play immediately. Eligible player will be entered last in the batting order. PONY Baseball Rules, section 18 B states that a team has 15 minutes from the scheduled starting time to field a team. The interpretation of this is that a game must start on time or as soon as eight (8) eligible players arrive at the playing fields. If eight (8) eligible players are not available within 15 minutes of the scheduled starting time, the game will be declared a forfeit.

3. LEADOFFS / STEALING

PINTO:

Runners will be allowed to leadoff a maximum of 4 feet from all bases .Line will be chalked by home team coach.

There is **NO** stealing of any base allowed.

MUSTANG:



Runners will be allowed to leadoff a maximum of 4 feet from all bases and may attempt to steal second and third base once the ball crosses home plate. The base runner is allowed only the base they are attempting to steal with no further advancement. Base runners **CANNOT** attempt to steal or lead off more than 4 feet prior to the ball crossing home plate. During the first half of the season (Opening Day thru May 31st), each team will be given one warning per game for an infraction of this rule. Once a team has been warned all further infractions will result in the base runner being called out.

No stealing home for the entire season.

There will be no throwing behind a runner. Example: The runner at first has taken his secondary lead and is off the base 10'. The catcher cannot throw behind that runner to the first baseman to try and get him out.

4. SLIDE RULE

No base runner may intentionally run into a fielder just to knock the ball out of his possession. If, in the judgment of the umpire this occurs, the base runner will immediately be called out. If it is a flagrant violation, the player at fault will be ejected from the game. The offensive player must slide or avoid contact at all times.

There is no intentional head first sliding allowed in this division. Any base runner that intentionally slides head first as determined by the umpire will be called out. There are **NO EXCEPTIONS** to this rule.

5. DROP THIRD STRIKE RULE

The batter will be out on a dropped third strike.

6. INFIELD FLY RULE

PINTO:

No infield fly.

MUSTANG:

Infield fly **IS** in effect in the Mustang Division.

7. MAXIMUM RUNS SCORED PER INNING

PINTO: _____

No team may score more than four (4) runs in an inning. This rule applies for all innings in any one (1) game.

MUSTANG:

No team may score more than five (5) runs in an inning during the first three (3) innings of the game. If there are less than three outs when a team scores five (5) runs, the teams shall change sides. (This rule does not apply in the fourth, fifth or sixth innings or extra innings.)

8. SLAUGHTER RULE

PINTO:

No slaughter rule.

MUSTANG:



If a team is leading its opponent by at least ten (10) runs after four (4) or more innings have been played, or after three and one half (3 ½) innings if the home team has a ten (10) run lead, or before the completion of its fourth inning, the game shall be terminated and the team in front shall be declared the winner.

9. PITCHING RULES

PINTO:

Pitchers shall not be allowed to pitch in more than 2 innings in one calendar day. Pitchers shall not be allowed to pitch in more than five innings in any one -calendar week (Monday-Sunday). Pitchers, after pitching in 2 innings in the same calendar day, shall have 40 hours of rest from the actual starting time of the game before pitching again. For the purpose of this rule for total innings pitched, one (1) pitch thrown will be considered one (1) inning.

Any pitcher that hits three (3) batters in the same game shall be removed from pitcher. No base will be awarded for a balk.

Managers are allowed one visit to the pitcher's mound each half inning per pitcher. If a second trip to the mound is made by the Manager or a rostered or approved coach while the same pitcher is pitching; a pitching change is required to be made by the Manager or rostered or approved coach.

NO WALKS. Player Pitch will revert to Coach Pitch in the event that the Pitcher throws three (3) balls without throwing a strike, a 3-0 count, or if the pitcher throws four (4) balls. (3-1 or 3-2 count and then a fourth ball is thrown) The offensive team's coach will be allowed to pitch to the batter until the batter either hits the ball or reaches strike three (3). If the batter fouls off the 3rd strike he continues to bat until he puts the ball in play or fails to hit the final strike. If the coach has to come in to pitch in Player Pitch games, the pitcher must have one (1) foot on the mound while the coach is pitching.

MUSTANG:

Pitchers shall not be allowed to pitch in more than two (2) innings per game. Pitchers shall not be allowed to pitch in more than three (3) innings in one calendar day (in case of double header). Pitchers shall not be allowed to pitch in more than eight (8) innings in any one-calendar week (Monday-Sunday). Pitchers, after pitching in three (3) innings in the same calendar day (double header), shall have 40 hours of rest from the actual starting time of the game before pitching again.

***If a Pitcher pitches for 2 innings in one game, said pitcher shall have 40 hours rest until he/she pitches again. Example: Billy pitches 2 innings on Friday Night. Billy can't pitch on Saturday at all. If Billy pitches 1 inning on Friday night, he is allowed to pitch 2 innings on Saturday.

***If there is a double header on Saturday a pitcher can pitch 1 inning in the 1st game and then 2 innings in the following game, but not the other way around. Coaches need to be mindful of the pitch counts per child.

For the purpose of this rule for total innings pitched, 1 pitch thrown will be considered one (1) inning. **Also, a 9 year old or under must pitch one (1) inning by completion of the 3rd inning.** This requirement can be met by a pitcher in one of two (2) ways: three (3) outs= one (1) inning, or five (5) runs in one (1) inning = one (1) inning.

No pitcher may attempt to "pick off" the base runners.



Any pitcher that hits three batters in the same game shall be removed from pitcher. No base will be awarded for a balk.

Managers are allowed one visit to the mount each half inning per pitcher. On the second trip while the same pitcher is pitching; a pitching change must be made.

10. No intentional walks are allowed.

11. EXTRA BASES (ADVANCING ON OVERTHROWS)

PINTO:

No player shall advance on an overthrow.

12. No game shall begin after 9 pm (actual start time of game).

XIV. Participating/Playing Rules - Bronco, Pony, Colt, Palomino, and Collegiate

These divisions/teams will adhere to all rules and regulations of the Conference in which they participate.

XV. Players Substituting in Other Divisions – Pinto and Mustang

A player (substitute) will be allowed to participate in a division other than their own only with consent from the Player Agent or Commissioner, the player's regular coach and the player's parent/guardian and under the following conditions:

1. Players(s) can be substituted to play out of their own division **ONLY** to avoid a forfeit or possible forfeit.
2. The playing time of a player who has been substituted to a team **CANNOT EXCEED** the playing time of any player already on that team.
3. All substitute players must be placed at the end of the batting order.
4. A substitute player must fill the outfield position(s) first and never play pitcher/catcher.

XVI. Unnecessary Roughness/Unsportsmanlike Conduct

When a runner is approaching ANY BASE, and the fielder is IN POSSESSION OF THE BALL, the runner must make every attempt to avoid the tag without colliding with the fielder, yet remain in the base path. (I.e. slide, go around the fielder).

If, in the judgment of the umpire, the runner purposely attempted to collide with the fielder, the runner will be called out and **EJECTED** from the game.

If, in the judgment of the umpire, the fielder purposely attempted to hurt the runner with an unnecessarily hard tag or similar action, the fielder will be **EJECTED** from the game.



If, in the judgment of the umpire, a player, coach or fan conducts themselves in an unsportsmanlike manner, including, but not limited to, abusive language, actions, gestures, throwing equipment, etc. The offending player, coach, or fan will be **EJECTED** from the game.

The head umpire will report all ejections on the official Game Report. If a player is ejected from more than one game FOR ANY REASON, the player, along with his/her parent or guardian, will be requested to appear before the Board.

If a coach is ejected from more than one game FOR ANY REASON, the coach will be required to appear before the Board.

The Board will have the right to suspend or expel any player or coach from any further league participation.

XVII. Protests – Pinto and Mustang Only

Should a disagreement occur, both managers and both umpires should calmly discuss the problem for a maximum of five (5) minutes. Discussions should be held behind the pitcher's mound and should not involve the players or coaches.

After this discussion the umpires will make a final decision. **No protest will be allowed.**

If a manager or coach decides to pull their team off the field without finishing the game, that team will forfeit the game and the coach will be subject to disciplinary action at the discretion of the Board.

XVIII. Suspended/Postponed/Length of Games – Pinto and Mustang

For the purpose of this rule, suspended or postponed games that are upheld by the Pinto/Mustang Commissioner will be called “suspended” games.

Unless approved by the Board of Directors, no regular season game will be re-scheduled because of a coach’s personal business.

Opposing team Managers whose game is suspended for any reason must contact the Pinto/Mustang Commissioner within 24 hours after the game is suspended for the purpose of re-scheduling.

The Pinto/Mustang Commissioner will be responsible for re-scheduling all suspended games. The Pinto/Mustang Commissioner will have absolute Board approval when re-scheduling games.

When possible, suspended games will be completed prior to the start of the next scheduled game between the opposing teams.

Suspended games will be re-scheduled on the next available date, including Sundays after 12:00PM. When possible, re-scheduling of games will be determined by the original schedule, with the first suspended game being re-scheduled first, etc.

In case of continuous rain, the Pinto/Mustang Commissioner will be responsible for re-scheduling all games in order to finish the season. Unless specifically approved by the Vice President, no team within these divisions will play more than three (3) games per week.



Any game called for darkness will be considered a complete game if the minimum number of innings played has been met.

PINTO/MUSTANG TIME LIMITS:

No new inning shall begin 1 hour 45 minutes after actual start time of the game. All games will conclude at 2 hours and 30 minutes revert back to the last completed inning if necessary. In an effort to minimize the impact of this rule we will use speed up rules consisting of courtesy runners for pitchers with two outs. A courtesy runner should be used for the player who will be the catcher the following inning regardless of how many outs. The courtesy runner will be the last player to make an out.

Exception:

- All playoff game (and drop dead) time limits are extended with a 15 minutes.
- For all semi-final and final games, there is NO TIME LIMIT, a full game is played

BRONCO/PONY TIME LIMITS:

No new inning shall begin 2 hours after actual start time of the game. All games will conclude at 2 hours and 30 minutes revert back to the last completed inning if necessary. In an effort to minimize the impact of this rule we will use speed up rules consisting of courtesy runners for pitchers with two outs. A courtesy runner should be used for the player who will be the catcher the following inning regardless of how many outs. The courtesy runner will be the last player to make an out.

Exception:

- All playoff game (and drop dead) time limits are extended with a 15 minutes.
- For all semi-final and final games, there is NO TIME LIMIT, a full game is played

COMPLETED GAME:

PINTO/ MUSTANG divisions will play a 6 inning game. A complete game is 3.5 innings

BRONCO/PONY divisions will play a 7 inning game. A complete game is 4.5 innings

XIX. *Suspended/Postponed Games - Bronco, Pony, Colt, Palomino, and Travel Teams*

These divisions will adhere to all scheduling rules of the Conference/League in which they participate.



XX. Selection of Tournament Team Managers

Tournament teams will be made up of players selected from in-house divisions only.

The President of the League will appoint a Tournament Team Manager Selection Committee (Selection Committee) to establish requirements needed to be met by all prospective Tournament Team Managers.

The Selection Committee will review all individuals who have expressed an interest in coaching a Tournament Team, determine whether or not the established requirements have been met, and present a list of those individuals reviewed to manage a Tournament Team, along with recommendations to the Board for approval. The Board of Directors must approve all Tournament Team Managers and Coaches.

Tournament Team Managers will be allowed to select their own coaching staff. The League strongly urges that the Managers select their coaches from the pool of coaches within the team's respective division. Any coach selected from outside the appropriate division however, must be an approved coach within the League and the Board must approve the selection.

The Manager of any tournament team, when there is a tournament team, will automatically manage that team in any tournament in which it is entered. Tournament team Managers are required to be in attendance at all tournament games except in cases of illness or emergency. The Board must be notified of any planned absence. The Board will have the authority to appoint substitute tournament team Managers.

XXI. Selection of Tournament Team Players

The Board will notify all Managers within these divisions concerning the number of tournament teams the League plans to field per division. The Managers will in turn notify their coaches of these plans.

The Board will supervise the selection of each tournament team. Once the tournament team is selected the tournament team Manager will be responsible for notifying all players selected to the team.

Full time travel players are not eligible to play on any tournament teams during the entire calendar year in which they played as a full time travel player.

XXII. Selection of In-House All-Star Game Players

Each in-house team manager will submit the requested number of non-tournament team players for each age for participation in the annual All Star game. A player playing up a level during the regular season must play up if nominated for the All-Star game as well. For example a ten year old playing Bronco is not eligible to play with the ten year old age group. This player must play with the eleven year olds.

XXIII. Other Committee Rules

Various standing committees within the League, including, but not limited to the Rules, By-Laws, Lock-In, All Star Weekend, Skills Clinic, Decisions/Nominations, Manager/Coach Selection and Fields and Facilities Committees have prepared their own specific rules and guidelines. These rules and guidelines have been filed with the Board.

XXIV. Amendments



All amendments to these local rules must be prepared and presented by the Rules Committee and approved by the Board of Directors. These rules or any section thereof may be amended by a majority vote of quorum of the Board of Directors present at any meeting during the course of the year. Notice of such meeting or intent to amend said rules need not be made public to the general membership of the League.

XXV. Final Authority

The Board will have absolute and final authority for the application, determining the intent, and rhetorical interpretation of all local rules, by-laws, and amendments, as well as resolving all disputes, questions, and ambiguities resulting from said local rules, by-laws, and amendments.

XXVI: Inclement and Extreme Weather Procedures

The Board has established the following additional policy and/or procedures to be followed in the event of inclement or extreme weather situations. Notwithstanding GDPBA and PONY

Rules, these rules govern play within any field or facility under the supervision and control of the Bolingbrook Youth Baseball League.

The Umpire(s) and Board member(s) on duty will monitor all weather and make the decision, if necessary, to notify the Managers and rostered assistant coaches of inclement or extreme weather situations that require suspension and/or postponement of games in progress. If necessary, games scheduled but not yet played will be decided by the Board member(s) on duty.

Cold Weather:

All games will be suspended, postponed, or cancelled when either the actual air temperature is below 40 degrees (39 degrees or lower), or the wind chill factor as determined at game time is below 36 degrees (35 degrees or lower).

Hot Weather:

All games will be suspended, postponed, or cancelled when either the actual air temperature is above 95 degrees (96 degrees or warmer) or the heat index at game time is over 104 degrees (105 degrees or higher).

In either cold or hot weather suspensions, careful consideration needs to be made to determine the extent of the postponement or cancellation for games scheduled but not yet played, as weather conditions may change.

In addition, weather conditions may change to inclement or extreme cold or hot conditions during the course of the game, so proper monitoring is necessary to ensure safety of the participants, officials and spectators.

Lightning:

All fields are to be evacuated at the FIRST sight of ANY lightning, and games delayed for a period of 15 minutes. When one field is evacuated, all fields need to comply as well. This 15 minute clock is restarted after each lightning strike. The game will be postponed, reschedule, or cancelled outright if the delay continues after 45 minutes when other games are scheduled after, and not more than one (1) hour when no games are scheduled after it.



FALL BALL RULES

(Rules not listed below will adhere to those used during the BYBL spring season)

I. Selection of Players-All Divisions

- a. In place of tryouts, the participating Managers will offer ratings from 1-4 on players during the Player Draft.
- b. No players other than the children of the Manager and the rostered Coach can be Protected.
- c. No blinds are in the draft. Therefore, all players registered are drafted.

LEAGUE AGE DETERMINATION FOR FALL BALL SEASON:

BYBL offers a fall baseball program which allows a player to play a non-competitive season in the division the player will be playing in the following calendar year.

As described in Section II. of the rules, division assignment for all players are determined per the league age assigned to each player for the next calendar year for Pinto, Mustang, Bronco, and Pony. Therefore, based on the player's age as of May 1 for the next calendar year in question, the league age assignment for players registered to play in the fall program are as follows:

League ages are as follows:

Pinto	7 - 8
Mustang	9 -10
Bronco	11 - 12
Pony	13 – 14
Colt	15 – 16
Palomino	17 – 19

II. Participating/Playing Rules-Pinto and Mustang Divisions

1. LEADOFFS / STEALING

There is no stealing of any base in the Pinto division.

There will be no stealing of home in the Mustang division.

2. MAXIMUM RUNS SCORED PER INNING

PINTO:

No team may score more than four runs in an inning. This rule applies for all innings in any one game.



MUSTANG:

No team may score more than five runs in an inning during the first three innings of the game. If there are less than three outs when a team scores five runs, the teams shall change sides. (This rule does not apply in the sixth inning.)

3. PITCHING RULES

Pitchers shall not be allowed to pitch in more than two innings in one calendar day. For the PINTO Division, there shall be no minimum age requirement. For the Mustang Division, an 9 year old must pitch at least one inning prior to the end of the 3rd inning.

This requirement can be met by a pitcher in one of two (2) ways: 3 outs= 1 inning, or 5 runs in one inning= 1 inning.

III. Participating/Playing Rules-Bronco, Pony, Colt, Palomino, and Collegiate Divisions

These divisions/teams will adhere to all rules and regulations of the Conference/League in which they participate.

1. Bronco

An 11 year old must pitch at least one inning prior to the end of the 5th inning.

2. Pony

A 13 year old must pitch at least one inning prior to the end of the 5th inning.

IV. Suspended/Postponed/Length of Games-All Divisions

For the purpose of this rule, suspended, postponed, and protested games that are upheld by the Division Commissioner's will be called "suspended" games. The Division Commissioner's will have final say as to whether suspended and/or postponed games will be completed or rescheduled.