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EBSA Middle, Major and Pony Rules

The following rules and regulations supersede the current edition of the official Illinois High School Association Rules and Regulations for Baseball. The IHSA official rules for Baseball will apply however, in all cases not covered by the following:

Article I - Rules of Conduct

- Section A **No Smoking.** Smoking is prohibited in the area of the benches and the playing field.
- Section B **No Harassment.** EBSA expects and demands nothing less than exemplary conduct from all players, coaches, and managers during the entire season. Harassing the opposition or umpires by managers, coaches, or players is prohibited. Harassment or public humiliation of a team's players by a team's own manager or coach is prohibited. Offending players, managers, or coaches shall be warned once or immediately ejected, at the discretion of the umpire.
- Section C **No Profanity.** Use of profanity shall be grounds for removing a manager, coach, or player from the playing field.
- Section D **Warm-ups.** If any player needs to warm up, that player and one other player may warm up in the area beyond the bleachers. Pitchers must throw in a direction away from the stands and parallel to the foul line. Under no circumstances are warm-ups to be taken in the area of the backstops and bleachers.
- Section E **Bench Conduct.** The home team shall sit on the third base side. All players must be seated on the bench except for the on-deck batter. The bench consists of players, managers, coaches, one scorekeeper, and one bat person. Managers and coaches shall impose bench discipline on team members at all times and restrict all players to the side line benches except for those occupying a defensive position, the batter, and the batters on deck.
- Section F **Proper Attire.** Team members must be in proper uniform (jersey, pants, socks, cup and hat). Players must furnish cup. All shirts must be tucked in.
- Section G **Base runners must slide to avoid contact and no fake tags.** Base runners must slide into a base other than first base, if there is a play on that runner. If the runner fails to slide and significant contact is made, the runner will be declared out. If in the umpire's judgment the runner's contact was flagrant or was an intent to injure the fielder, the runner will be ejected from the game.
- Section H **Ejection from game.** If an umpire ejects a coach or manager from a game, said coach or manager will automatically be suspended from participating in his/her next scheduled game. This means that said coach or manager will not be allowed in the area of the park where the scheduled game is being played. If an umpire ejects a player, that player is automatically suspended from the next game. Said player may attend the game but not participate in any way. In extreme cases of unsportsmanlike conduct by a manager or coach, the commissioner can take immediate action in the best interests of the League.
- Section I **Spectator Conduct.** An umpire has authority to eject from the playing field any spectator or other person not authorized to be on the playing field. An umpire may ask and will receive assistance from managers and coaches involved in the game to help control spectators or team members who, in the opinion of the umpire, are interfering with the game.
- Section J **Umpire's Decision.** The umpire shall control the progress of the game and decisions of the umpire are final. Managers and coaches shall enforce these rules and shall help promote respect towards the umpires by coaches, players, and spectators.
- Section K **Rule interpretation Disputes.** Only a team manager may discuss rule interpretations with the umpire. All other persons, including players and coaches are prohibited from arguing with the calls. After one warning, a player or coach may be ejected from the game for violation of this rule.
- Section L **Coaches.** During the course of a game, coaches must stay in the coaching areas. Note: IHSA rules specify that base coaches may not touch baserunners. Coach's touch that propels or catches a player will result in that player being called out.
- Section M **Post-Game Conduct.** At the conclusion of every game, all managers, coaches and players are expected to line up, shake hands and to congratulate the opposing team. Managers and coaches are expected to set a positive example of good sportsmanship at all times.

Article II - Organization and Playing Rules

- Section A **Roster changes.** The commissioner must authorize any roster changes.
- Section B **Registration.** Each player must turn in a registration form and fees prior to being placed on a team. Use of an unregistered player will result in a forfeit.
- Section C **Playing time.** All players present must play three full innings in the field; in middle league, no player may sit out more than two innings in any game. All players present must be in the batting order—roster batting. If a player comes late, he/she must be added to the bottom of the order and play the field commensurate with arrival time. Managers must notify the opposing manager of late arrivals. In case of disciplinary problem with a player, the player’s manager will notify the commissioner and the opposing team’s manager.
- Section D **Ties, time, daylight.** A game will be official if 5 innings have been played (4.5 innings if the home team is ahead). In the event of a tie, extra innings should be played, light permitting and assuming availability of fields. If an official game is postponed, either tied before the end or in extra innings, it will be played from the point of interruption.
- Section E **Lack of players.** A team failing to field at least 8 players within 15 minutes of scheduled game time will forfeit the game..
- Section F **Pre-game Warm-ups.** Within 30 minutes of game time, the visiting team will have use of the full diamond for the first 15 minutes. The home team will have the use of the full diamond for the final 15 minutes.
- Section G **Equipment.** While at bat and on bases all players are required to use helmets. Metal spikes are prohibited.
- Section H **Scorebook.** Each manager must keep an accurate scorebook, showing innings played and pitching statistics for each player on both teams. Each player should be listed by last name and uniform number by batting order. Managers shall exchange lineups prior to the start of the game.
- Section I **Intentional Walk.** If a manager wants to have an opposing batter intentionally walked, he will inform the umpire, who will instruct the batter to go to first base. Time is out during the intentional walk.
- Section J **Protest Procedures.** Protests shall only be considered when based on the violation or interpretation of a playing rule, or the use of an ineligible player, or the participation of a suspended coach or manager. No protest shall be considered on a decision involving an umpire’s judgment. If a manager, or in the manager’s absence, a coach, wishes to protest a violation or interpretation of a playing rule, said coach or manager will immediately and before any succeeding play begins, ask for time out, and will announce to the umpire and the other team manager or coach, that said game is being protested and give the reason for the protest. At this point of the protest the following steps will be followed: 1) There will be no discussion of the protest by any participants of the game. 2) The umpire will mark in each scorebook, the date and time of the protest, and at what point the protest was declared. 3) The umpire will immediately continue the game from the point just before the timeout was called. 4) The protesting manager or coach will have 24 hours from the date and time recorded in the scorebook by the umpire to separately notify the commissioner of said league and the presidents of the EBSA. Notification should be in writing and all details regarding the protest will be covered. 5) The commissioner and presidents of EBSA will make a ruling.
- Section K **Ineligible Player.** Protest made due to use of an ineligible player or suspended coach or manager must be made to the umpire and other team manager or coach, anytime before the last out of said game. The above steps, 1 through 5 will be followed when making this kind of protest. If the commissioner and presidents find that an ineligible player or a suspended coach or manager was used as stated in the protest, the violating team will automatically be declared the loser of the game.
- Section L **Playing field.** Only the manager, the two allotted base coaches, and players are allowed on the field. Any violation of this rule should be handled by asking the offending individual to leave the field.
- Section M **Running for Catcher.** With two outs the catcher must be run for. But a manager can run for a catcher at any point. If you run for your catcher with less than two outs he/she must catch to start off the next inning.
- Section N **Balk Rule.** Applies only when lead-offs are allowed (Major and Pony.) If, in the umpire’s opinion, the pitcher should intentionally stop his/her natural motion, an automatic ball will be added to the count, and the play will be dead.

- Section O **Bunts.** If a batter squares to bunt, he/she must bunt or take the pitch. If he/she takes a full swing or half swing, the player is out and the play is dead.
- Section P **Game Results.** Within 24 hours, winning managers must inform the commissioner of the results of each game as well as any significant stories. Failing to do so will result in the absence of newspaper reporting as well as possible forfeits and incorrect standings.
- Section Q **Inclement Weather.** Before games, commissioners will decide rainouts and inform managers. They will reschedule games as possible. In the event of rain during the game, the umpire will decide on continued play. In the event of lightning, the game shall be immediately suspended and will be resumed at the spot of the suspension regardless of how many innings have been played. It is in the umpire's discretion whether to wait in a sheltered area for the storm to pass or to send everyone home immediately.

Article III - Pitcher Safety Rules

- Section A **Rest between Pitching.** A player will not be allowed to pitch without having at least 2 days rest after pitching 25 or more pitches; after May 8 the number becomes 35.
- Section B **Visits to the Playing Field/Mound.** Any manager or coach who goes onto the field twice in one inning to talk to a player will be required to remove his/her pitcher from the mound. The only exceptions to this rule are injury or if the opposing team or umpire calls time.
- Section C **No Return to the Mound.** A pitcher who has been removed from the mound but who stays in the game at another position will not be allowed to return to the mound.
- Section D **Balk Rule.** If, in the umpire's opinion, the pitcher should intentionally stop his/her natural motion, an automatic ball will be added to the count and the play will be dead.

Additional Middle League Rules.

Bats per inning: Except for the last inning of a game, a team's at bat shall be over once it has batted through the number of players equal to the maximum number of batters present for each team. For example if one team has 10 players present and the other has 13, both teams may have a maximum of 13 at bats during an inning. In the last inning, a team shall bat until 3 outs are made. A team may play 10 players on defense, 4 in the outfield. Teams may not play a short-fielder; outfielders must be positioned 4 across. Outfielders may not make unassisted put-outs in the infield.

Inning Length: Except in the 6th inning, a team's turn at bat ends as soon as it scores 5 runs or makes 3 outs. In the sixth inning, the visiting team bats until it makes 3 outs, regardless of how many runs it scores. The home team bats until it takes the lead or makes 3 outs. In a tie game, extra innings will be the same as for the 6th inning. Games tied at the end of the allotted time will be declared ties.

Overthrows: A runner may advance only one base on an overthrow, including those that remain in play.

Infield Fly Rule: Fielders must catch the ball to record an out. Runners advance at their own risk.

Dropped 3rd Strike: A batter who strikes out is out regardless of whether the 3rd strike is caught. Baserunners may advance on dropped 3rd strikes as soon as the catcher controls the ball.

Supplemental Rules Differences by League.

	Middle	Major	Pony
Number of Innings Per Game	6. Games must end after 2 hours. No inning may start after 2:40 PM on Sat. or 7:25 PM at night.	6	7
Number of pitches per outing at the beginning of the season.	40	50	55
Number of Pitches per outing after May 8.	50	60	70
Lead-offs	No. A runner may not leave the base until the pitched ball reaches the front of home plate. If runner leaves early, he/she will be out and all play will be called dead. A runner may not leave the base in order to steal, advance on a wild pitch, or advance on a passed ball until the catcher has complete control of the ball	Lead-offs will be allowed during the season at the discretion of the commissioner.	Yes
Intentional Walks	A team may intentionally walk only one batter per game, during the 5 th or 6 th inning, and only if first base is unoccupied	A team may intentionally walk only one batter per game, during the 5 th or 6 th inning, and only if first base is unoccupied	No restrictions on number
Slaughter Rule. If a team is leading by the specified # of runs at the end of the specified inning, the game ends and the team with the lead is the winner.	10 runs at the end of the 5th inning	10 runs at the end of the 5th inning	10 runs at the end of the 5th or 6th inning
Big Bats Allowed	No	No	Yes
Pitching	No curve ball, screw ball, or sliders will be allowed. Warrants warning or rejection	No curve ball, screw ball, or sliders will be allowed. Warrants warning or rejection	Allowed