

## **EBSA MIDDLE LEAGUE 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**

- A. 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.
- B. No Profanity.** Use of profanity shall be grounds for removing a manager, coach, or player from the playing field.
- C. 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 on 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.
- D. Proper Attire.** Team members must be in proper uniform (jersey, pants, socks, cup and hat). Players must wear a cup. All shirts must be tucked in.
- E. 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.
- F. Ejection from the 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 no 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.

- G. 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.
- H. 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.
- I. 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.
- J. 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**

- A. Roster changes.** The commissioner must authorize any roster changes.
- B. Registration.** Each player must turn in a completed EBSA registration form and fees prior to being placed on a team. Use of an unregistered player will result in a forfeit.
- C. Base Length.** There shall be 60 feet between bases
- D. Home plate to the pitching rubber.** From the back tip of home plate to the front of the pitching rubber will equal a distance of 44 feet.
- E. Length of Games:** 6 inning games. However, games must end at two hours. No inning may start after 12:25 p.m. on Saturdays or 7:25 p.m. for midweek games.
- F. Player Playing Time:** All players must play 3 full innings in the field. No player may sit out more than two innings. All players must be in the batting order. Late arrivals are added to the end of the bottom of the order and shall play the field commensurate to their arrival time.
- G. At Bats per Inning.** Except for last inning, a team's turn at bat ends when it scores 5 runs or makes 3 outs. During the 6<sup>th</sup> inning, or the last inning of the game as determined by the umpire if time becomes an issue, there is no limit on the number of batters or runs.

- H. **Time, Ties.** 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 assuming there is sufficient time available of the original two hours. If a game is tied at the end of the available time, the game shall be reported as a tie. There will not be a resumption of the game at a later time.
- I. **Slaughter Rule.** 10 runs at the end of the 5<sup>th</sup> inning.
- J. **Number of Players in the Field.** Teams are to field 10 players in the field. There must be 4 outfielders spread across the outfield. There are to be no short-center fielders. The outfielders must be at least 25 feet behind the infielders at the start of each play. An outfielder is not allowed to make an unassisted put-out in the infield.
- K. **Lack of Players.** A team failing to field at least 8 players within 15 minutes of the scheduled game time will forfeit the game.
- L. **Home Team.** The scheduled home team is in charge of readying the field for play, setting out the bases and the pitching rubber. If it is the last game of the day on the field, the home team shall also put away the bases and rubber and make sure the lockbox is locked. The home team shall supply two game balls for the game. The home team occupies the third base dugout. The visiting team shall have the right to warm-up first on the infield using ½ half of the time before the scheduled start.
- M. **Equipment.** All hitters must wear helmets with a face mask. All base runners must wear a helmet. No metal spikes. 2/14 diameter bats or smaller only. No “big bats.”
- N. **Scorebook.** Each manager must keep an accurate scorebook. Managers shall exchange lineups prior to the start of the game. Managers or their designate must keep track of the pitch count each inning. In addition, Managers or their designate must check or communicate after each inning with the person keeping score for the other team to verify score and pitch count.
- O. **Intentional Walks.** A team may intentionally walk only one batter per game, during the 5<sup>th</sup> or 6<sup>th</sup> inning, and only if first base is unoccupied. 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.
- P. **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 scorebooks by the umpire to separately notify the commissioner of the Middle League and the presidents of 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.

- Q. **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 suspended coach or manager was used as stated in the protest, the violating team will automatically be declared the loser of the game.
- R. **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.
- S. **Running for Catcher.** With 2 outs, the catcher must be run for. A manager may run for a catcher at any point – but that player must start at catcher the next inning. The pinch runner shall be the last person to have made an out in that half inning.
- T. **Bunts:** Bunting is legal. However, if a player squares to bunt, he/she must bunt or take the pitch. Any swing shall equal an out and a dead ball.
- U. **Game Results.** Within 24 hours, winning managers must inform the commissioner, or his/her designate, of the results of each game. Failure to report may result in the recording the game as a tie.
- V. **Inclement Weather.** Before games, commissioners will decide whether there will be a cancellation due to rain, temperature, other inclement weather, or other unplayable conditions 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 all clear signal (at James Park) or other appropriate time as set forth by previously enacted lightning procedures.

- W. **Stealing.** There are no leadoffs. The runner may only steal one base on any play regardless of overthrow – even if the overthrow stays in play. Until May 3, 2008, the runner may steal second base only. On May 3, 2008 and thereafter, the runner may steal from 2<sup>nd</sup> to 3<sup>rd</sup> base. Until May 3, 2008, the runner may attempt a steal only when the catcher has control of the ball. On May 3, 2008 and thereafter, the runner may steal once the ball crosses home plate. Stealing home is not allowed during any point in the season.
- X. **Overthrows.** A runner may advance only one base on an overthrow on those throws that go out of play. The runner may advance at his/her own risk on those throws that remain in play until the pitcher has control of the ball. Once the pitcher has regained control of the ball, the runners may not further advance.
- Y. **No Dropped 3<sup>rd</sup> strike.** The batter is out regardless of a caught pitch.

### **ARTICLE III – Pitching Rules**

- A. **Pitch Count.** No pitcher may pitch more than 40 pitches per game or 3 full innings (9 outs) whichever comes first. Starting with the game on May 3, 2008, no pitcher may pitch more than 50 pitches per game or 3 full innings (9 outs) whichever comes first. Each team should record pitch count and coaches should compare totals after each inning. A pitcher reaching his/her maximum while facing a batter is allowed to finish pitching to that batter.
- B. **Rest Between Pitching.** A pitcher who pitches 25 or more pitches in a game is not allowed to pitch again without having at least two days rest. Starting with the game on May 3, 2008, a pitcher who pitches 30 or more pitches in a game is not allowed to pitch again without having at least two days rest. (For example, a pitcher who pitches more than the numbers listed above, 25/30, in a Saturday a.m. game may not pitch again until Tuesday.). A pitcher reaching his/her “partial” maximum, 25/30, while facing a batter is allowed to finish pitching to that batter without the additional pitches counting.
- C. **Visits to the 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 exception to this rule is in the case of injury. A pitcher who has been removed from the mound may play another position but is not allowed to return to pitch at any time during that game.
- D. **Balks.** There are no balks in Middle League.
- E. **Pitching.** No curve ball, screw ball, or sliders allowed. Players using or attempting to use such pitches will result in a warning and then an ejection.