

# Villa Park Youth Baseball Association, Inc.

## Official Rulebook



*VPYBRules2017v4, Dated 3/1/2022*

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# GENERAL RULES

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## 1. Scope

The VPYB Official Rulebook applies to games in the Tee Ball, Farm, and Minor Divisions only. Bronco, Pony, Colt, Palomino and Girls Softball Divisions will play by rules established by their respective league associations. Managers, Coaches and Umpires are required to **READ** and **UNDERSTAND** the rulebook prior to the beginning of the season in order to enhance the overall baseball experience for all participants, while minimizing 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 IHSA rules. In the event of conflict, the VPYB Rulebook will supersede 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 or Executive Board of Directors.

## 4. Player Safety

**4.1** Each player must submit a Medical Release Form (See Appendix A) to his/her Manager prior to 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 Manager 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 supporter 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 I.D. bracelets, etc...).

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

**4.7 SLIDE RULE.** Whenever a defensive player is attempting 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 if by not sliding he/she makes contact or interferes with the fielder. The slide rule does not apply to a runner crossing first base, however, does apply to a runner returning to first base in 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

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runner called out. Placement of any 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 awarded at least one (1) base beyond the base last legally touched. Placement of any other runners 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** Managers & Coaches have an obligation to acknowledge the occurrence of lightning and/or thunder and to immediately alert the Umpire.

**5.2** Upon the occurrence of lightning and/or thunder, the umpire must immediately call time and stop play. Managers are responsible to clear 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 (i.e. upon each occurrence of lightning and/or thunder, a new 30-minute stoppage period will 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 catcher's glove. Catchers in the Farm Division are not required to use a catcher's glove. Only catcher's helmets certified by NOCSAE are permitted.

**6.4** Metal cleated shoes are not permitted.

**6.5** 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 1.15 Bat Performance Factor ("BPF") or USA Bat certification mark clearly visible.

**6.6** First baseman's gloves can only be worn by players playing first base.

## 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** Managers, coaches, players and fans will refrain from making harassing comments to players or umpires and will not use any loud noise making devices.

**7.4** Chatter is permitted however the word SWING cannot be used. Catchers cannot participate in chatter and will receive 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 a distraction to players or disruptive to the game.

**7.5** NO SMOKING/VAPING/TOBACCO/E-CIGARETTE use by managers, coaches, participants or spectators on fields, dugout areas or any school property. (See Appendix E, Sections 6D and 8 for District 45 No

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Smoking Policy).

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

## **8. Manager Duties and Responsibilities**

**8.1** VPyB expects Managers to serve as role models to the players, coaches, and parents present at all games and team activities. Inappropriate, unsportsmanlike and/or intimidating behavior directed at any player, umpire, manager, coach, or spectator will not be tolerated, including arguing with an umpire. Violation of this rule may result in ejection, suspension and/or further discipline as applicable.

**8.2** Managers must obtain copies of Medical Release Forms (See Appendix A) signed by a Parent or Guardian for each child on his/her team prior to beginning of organized baseball practices. Managers must carry Medical Release Forms to every game or practice.

**8.3** Managers are responsible to ensure that his/her team uses proper, well fitted equipment during all practices and games.

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

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

**8.6** Managers 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.

**8.7** Managers or 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.

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

**8.9** Managers and 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.

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

**8.11** Managers are required to maintain Team Pitching Cards and to record all innings pitched, number of batters faced, and any other information requested by his/her Divisional Commissioner. Managers are required to initial the opposing team's card at the conclusion of each game to validate the recorded information and to submit their cards to his/her Divisional Commissioner on a weekly basis.

**8.12** Commissioners will reschedule postponed and suspended games. Managers will negotiate in good faith and be reasonable in finding a common date, however the Commissioner has final jurisdiction.

## **9. Call-Ups**

**9.1** If permitted by Divisional Supplemental Rules, players may be called up for a single game when a team cannot field nine (9) rostered players.

**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 play only in the outfield and must field equal innings.

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**9.4** Managers must report the name of the player that was called up to the Divisional Commissioner within 48 hours.

## **10. Field Set Up**

**10.1** Home Managers are responsible for preparing the field for play. Visiting Managers are responsible for putting away the pitching rubbers, bases, locking the equipment box and repairing the pitching mound & batter's box areas. Umpires are responsible for putting away their own equipment.

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

**10.3** Pre-game practice is 45 minutes. Home team first 15 minutes, Visitors second 15 minutes, final 15 minutes is for field preparation and ground rules.

**10.4** Both managers are responsible for policing the area after the game and to confirm 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 Manager from each team.

**11.3** Eight (8) players are required to start a game. A team that cannot field eight (8) players at the scheduled starting time, after a fifteen (15) minute grace period, will forfeit the game. 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 Bronco 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 any extra innings.

**11.6** For weekday games on unlighted fields, no new inning is to start after 7:45 PM prior to and 8:00PM after Memorial Day. Time limits for Saturday, Sunday and night games are outlined in Supplemental Rules. Games in any division may be called prior to time limits due to weather or darkness at the discretion of the umpire.

**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 any innings pitched count toward a player's weekly total. **12.2** Any Official Game called prior to qualifying as a Complete Game (as defined in each Division's Supplemental Rules) 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 Manager of the trailing team.

**12.3** A suspended game requires notification by the home team manager to the Divisional Commissioner.

**12.4** Batting orders shall not change in the resumption of a Suspended game except 1) players in the batting order but not present shall be skipped without penalty, and 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 uncompleted inning after having reached Complete Game length, the

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game shall be a Suspended Game, however only the uncompleted inning will be played. This rule only applies to Regular Season Games. All Playoff Games must be completed in their entirety except in the case of Slaughter Rule.

**12.6** Pitchers of record at the time of suspension may continue pitching when the game is resumed subject to daily/weekly innings limitations and rest periods. Any inning or partial inning pitched 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 Manager that a developing situation may lead to a protest.

**13.2** A protest can only be made by a manager and will not be reviewed or considered unless all procedures listed below are followed. A judgment call made by an umpire is not grounds for a protest.

**A.** 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.

**B.** The Manager must contact the Divisional Commissioner or President within 24 hours to report the protest.

**C.** The Manager 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 Managers. 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 Manager 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 participates 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 Manager uses an ineligible player, this information comes to the attention of the VPYB Board prior to the end of the season and found to be true, the impacted game(s) will be forfeited. Use is defined as 1 legal pitch thrown after the violation has 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 Managers and determine the number of players from each team that shall be named to the All-Star teams.

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

**15.4** All Divisional Playoff rules shall apply to All Star games

# T-BALL DIVISION SUPPLEMENTAL RULES

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## T1 League Age

Players in the Tee Ball Division shall be six (6) years old or younger as of 9/1 of the current calendar year (See Appendix D). All exceptions must be requested in writing and approved by the Board of Directors.

## 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 Managers and Coaches

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

**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 will not 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 prior to Memorial Day. After Memorial Day 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** Balls, Strikes and Walks will not be called.

**T6.4** A team will bat their entire line up 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 safety base is for use by baserunners only.

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**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 putout, the baserunner will remain on base and continue to run the bases.

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

**T8.4** Leadoffs and Stealing bases are not allowed.

# FARM DIVISION SUPPLEMENTAL RULES

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**THE FOLLOWING SUPPLEMENTAL RULES APPLY TO ALL REGULAR SEASON AND PLAYOFF GAMES UNLESS OTHERWISE NOTED.**

## **F1 League Age**

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 made in writing and approved by the Board of Directors.

## **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**

Call ups from Tee Ball are NOT allowed.

## **F5 Managers & 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 Managers, coaches and/or individuals 18 years of age or older at the discretion of the Manager.

## **F6 Complete Games**

**F6.1** A regulation Farm game shall be six (6) innings duration.

**F6.2** Scores and standings will not be recorded during Regular Season Games.

**F6.3** Scores will be recorded during Playoff Games. Playoff Games will follow the Minor Division Rules regarding Complete Games (See Section M6).

## **F7 Time Limits**

**F7.1** Regular Season games will have a time limit of 2 ½ hours from the actual start time (not scheduled time). **F7.2** Playoff Games will follow the Minor Time Limit Rules (See Section M7).

## **F8 Slaughter Rule**

Slaughter Rule will not apply during Regular Season Games. Playoff Games will follow Minor Division Slaughter Rule (See Section M8).

## 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 is 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** No one but the batter 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.

**F9.3** 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 offending player called out and all runners returned to the bases they previously occupied.

**F9.4** Bunting is not permitted.

**F9.5** A batter is awarded 1<sup>st</sup> base if hit by pitch.

**F9.6 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. This rule is not in effect during the 6<sup>th</sup> inning or any extra innings, however the visiting Manager may concede one or more outs as a means to complete a game.

## F10 Defensive Positioning

**F10.1** Each player present at the start of a game is required to play at least four (4) innings of a Regulation Game, including a minimum of two (2) innings in the infield or battery during the first five (5) innings.

**F10.2** No player present at the field may be held out defensively for two (2) consecutive innings or play the same position for two (2) consecutive innings.

**F10.3** All players present must sit out 1 full defensive inning before any player sits out a second defensive inning unless due to discipline, illness or injury.

**F10.4** Rules F10.1 and F10.2 will not apply to Players held out due to injury, illness or discipline. **F10.5** Outfielders must be positioned in the grass.

**F10.6** Pitchers must stay within the mound area while a coach is pitching.

**F10.7** Defensive players must use the white base to record an out at first base. The orange safety base is for use by baserunners only.

**F10.8** Hidden ball plays are not permitted.

## F11 Baserunning

**F11.1** When there is a play at first base, the runner must always use the orange safety base to avoid collision. A first violation will result in a team warning. Subsequent violations will result in the runner called out.

**F11.3** Baserunners must stop at the nearest base once the ball contacts the infield dirt or in the possession of an infielder unless a play is being made on a baserunner. The umpire will call time.

**F11.4** Leadoffs and Stealing bases are not allowed.

## F12 Pitching

**F12.1** Players will pitch innings 1 through 4. Coaches will pitch innings 5 and 6. If the pitcher walks and/or hits three (3) hitters, a coach will pitch the remainder of the inning. A pitched ball that hits the ground before contacting the hitter is considered a "hit by pitch" and the hitter is awarded first base.

**F12.2** Coaches will pitch from one knee while in contact with the pitching rubber. If the batter does not

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put the ball in play within five (5) pitches, an out will be called unless the 5th pitch is fouled off. Additional pitches will be thrown if the batter continues to foul off pitches.

**F12.3** No called balls or strikes will be called on coach pitching, but batters can strike out swinging.

**F12.4 DAILY/WEEKLY PITCHING LIMITS.** All rostered players are eligible to pitch the lesser-of; one (1) inning OR to a total of ten (10) hitters per day, up to a maximum of two (2) innings per week. Players must be rested for at least one (1) calendar day between pitching appearances. (Pitching Week begins Monday 12:01 AM and extends through Sunday 11:59 PM).

**F12.5** 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. Innings or partial innings pitched any game not completed or suspended count toward the player's total in the current week.

**F12.6** Any pitcher that hits two (2) batters in one inning MUST be removed as a pitcher but can play any other position.

**F12.7** Pitchers are not permitted to wear non-prescription glasses, sunglasses, white sleeves or wrist bands.

**F12.8** Pitchers are limited to 6 warm up pitches on the mound.

#### **F13 Trips to the Mound**

Not Applicable

## **F16 Miscellaneous Baseball Rules**

**F16.1** Dropped 3rd strike, balks, & infield fly rules do not apply.

# MINOR DIVISION SUPPLEMENTAL RULES

## M1 League Age

**M1.1** Players in the Minor Division shall be nine (9) or ten (10) years old as of September 1st of the current calendar year (See Appendix D). All exceptions must be made in writing and approved by the Board of Directors. **M1.2** Any player rostered on a Minor team in the previous season is considered a ten (10) year old player/pitcher during the current season.

**M1.3** Any player rostered on a Minor team in the previous season must play no lower than Minor in 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** Minor teams will be allowed to play a game with no less than 8 players.

**M4.2** Call up players from Farm are permitted for a single game when a team cannot field nine (9) rostered 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 Managers & Coaches

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

**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 Game shall be six (6) innings duration. When a game is tied at the end of regulation length, it shall go into extra innings until the outcome is decided or the game is called by the umpire.

**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 have been completed.

## M7 Time Limits

- M7.1** Weekday Games on unlighted fields, a new inning cannot start after 7:45PM prior to Memorial Day and 8:00PM after Memorial Day.
- M7.2** Saturday, Sunday and night games, a new inning cannot start more than 2 ¼ hours from the actual start time (not scheduled time).

## M8 Slaughter Rule

- Any game will be stopped and considered a Complete Game if any of A, B or C below are true:
- A. The Home Team is ahead by twelve (12) runs or more at the completion of 4 ½ innings (middle of 5<sup>th</sup> inning).
  - B. The Home Team while batting in the BOTTOM of the 5<sup>th</sup> or 6th inning goes ahead by twelve (12) runs.
  - C The Visiting Team is ahead by twelve (12) runs or more at the end of the 5th or 6th COMPLETED inning.

## 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 is 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 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 the player being called out and all runners must return to the bases they previously occupied. No warning will be issued.

## M10 Defensive Positioning

- M10.1** Each rostered player present at the start of a game is required to play at least four (4) innings of a Regulation Game, including a minimum of one (1) inning in the infield or battery during the first four (4) innings. **M10.2** No player present at the field may be held out defensively for two (2) consecutive innings. M10.3 All players present must sit out 1 full defensive inning before any player sits out a second defensive inning.

**M10.4** Rules M11.1, M11.2 and M11.3 do not apply to Players held out due to injury, illness or discipline.

**M10.5** Defensive players must use the white base to record an out at first base. The orange safety base is for use by baserunners only.

**M10.6** 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 base to avoid collision. A first violation will result in a team warning. Subsequent violations will result in the runner

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called out.

**M11.2** Stealing of second and third base is permitted, however 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 an overthrow (this includes an overthrow at 3rd base where the ball goes out of play).

**M11.3** Stealing home is not permitted under any circumstances.

**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 to record an out. The "No Stealing" rule does not carry over to subsequent innings, however a Manager may re-invoke the rule if applicable.

## **M12 Pitching**

**M12.1 DAILY/WEEKLY PITCHING LIMITS.** All rostered players are eligible to pitch the LESSER of three (3) consecutive innings OR to a total of fifteen (15) consecutive hitters per day, up to a maximum of seven (7) innings per week.

**M12.2 REST PERIODS.** Rest periods for pitchers are as follows: Any player that pitches 2 innings or less must be rested for at least one (1) calendar day and any player that pitches three (3) innings must be rested for at least three (3) calendar days. These limits are effective regardless of whether a new pitching week has begun and include Playoffs. The Pitching Week begins Monday 12:01 AM and extends through Sunday 11:59 PM.

**M12.2** 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. Innings or partial innings pitched any game not completed or suspended count toward the player's total in the current week.

**M12.3** A nine (9) year old is strongly encouraged, but not required to pitch one (1) out of the first three (3) innings. An inning is defined as 3 outs or 9 consecutive batters. This requirement may be satisfied by the use of more than one (1) player.

**M12.4** Any pitcher that hits two (2) batters in one inning OR a total of three (3) batters in one game MUST be removed.

**M12.5** A pitcher cannot re-enter the game as a pitcher. The only exception is if he/she was removed from the game for a bleeding wound.

**M12.6** No player is permitted to catch more than 4 innings per day, or on a combined basis pitch and catch more than 4 innings per day (subject to daily limits per M12.1).

**M12.7** Pitchers are not permitted to wear non-prescription glasses, sunglasses, white sleeves or wrist bands. **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 2nd 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 trip to the mound.

## **M14 Miscellaneous Baseball Rules**

**M14.1** Dropped 3rd strike rule does not apply.

**M14.2** Balks rule does not apply.

**M14.3** Infield fly rule does not apply.

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## APPENDIX A – PARENT CODE OF CONDUCT

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READ BEFORE DIGITALLY ACCEPTING.

By accepting during player registration, you are digitally signing agreement to the below.

**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 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 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 coach, 2) the Division Commissioner, 3) the Board 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

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- 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 away 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 Managers prior to a game to explain ground rules to the Managers.
- 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 hustle at all times 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

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READ BEFORE DIGITALLY ACCEPTING.

By accepting during player registration, you are digitally signing agreement to the below.

**Villa Park Youth Baseball Association, Inc: Softball, Baseball, and Camps.**

Terms & Conditions Waiver & Release of Liability.

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

**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 physical examinations and that VPyB Baseball & Camps. 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, will 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 liabilities (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

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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 this 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 the 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

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READ BEFORE DIGITALLY ACCEPTING.

By accepting during player registration, you are digitally signing agreement to the below.

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

Given the serious effects bullying has on youth and organizations, VPYB can't 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 that 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.