

SOUTHWEST ILLINOIS BASEBALL

2012 SPRING LEAGUE

USSSA (AA) BASEBALL

10U through 14U

Rules for the 2012 USSSA Southwest Illinois Baseball league will be in accordance with the Official Handbook of the United States Sports Specialty Association (USSSA) unless otherwise specified below.

1. Teams will bat their entire roster during SOUTHWEST ILLINOIS BASEBALL league, and end-of-year tournament play. The roster constitutes those players who are present and in uniform at the time of play.
2. Teams will be allowed unlimited substitutions, excluding pitchers, during SOUTHWEST ILLINOIS BASEBALL league, and end-of-year tournament play.
 - After a pitcher is removed from the game he will not be allowed to re-enter the same game as a pitcher.
3. **All league games for 10U will be 6 innings in length. The “mercy rule” come into play when a team has a 15 run lead or more and 3 innings (2 ½ if the home team is winning) have been completed or 8 runs after 4 innings.**
 - a. **A game will be considered “complete” after 3 innings or 2 ½ if the home team is winning. Any game that ends prior to the completion of 3 innings will be resumed from where the game was halted.**
4. All league games for 11U through 14U will be 7 innings in length. The “mercy rule” will come in to play once the run differential reaches 15 runs and 3 innings of play (2 ½ if the home team is ahead) have been completed, 12 runs and 4 innings of play or 10 runs and 5 innings of play have been completed. Once the run differential has been reached, and the game declared as being over, it is permissible for teams to keep on playing to get extra game experience. Both teams must agree to do this.
 - a. A game will be considered “complete” after 5 innings or 4 ½ innings if the home team is winning.. Any game that ends prior to the completion of 5 innings (4 ½ if the home team is winning) will be resumed from where the inning was halted.
5. **Game time limit is 1 hour and fifty minutes (1:50). This means that no new inning shall start after 1:50 has expired on the clock.**
 - a. **The clock does not start until after the first pitch of the game has been thrown**
 - b. **If at the end of a regulation game the score is tied, and there is time still left on the clock, then extra innings may follow. If at the end of a regulation game the score is tied and there is no time left on the time limit then said game will result in a tie.**
6. **For regular season league play, pitching limitations are on a per day basis and will be the following:**
 - a. **10U – no more than 3 innings in a day**
 - b. **11U – no more than 4 innings in a day**
 - c. **12U – no more than 5 innings in a day**
 - d. **13U – no more than 7 innings in a day**

- e. **14U – no more than 7 innings in a day.**
 - f. **Innings will be counted by 1/3. This means that once a pitcher records n out in an inning, he has pitched 1/3 of an inning. Once he has recorded three outs, then that will constitute as one complete inning.**
 - g. **While the league has an inning rule, it is the responsibility of the coaches and parents to monitor the number of pitches any pitcher throws in an inning or a game. All coaches and parents are required to error on the side of caution when determining whether or not any pitcher should throw another pitch or inning.**
7. **Steel spikes will be allowed in age groups 13U and 14U only**
 - a. **In situations where a portable mound is being used the pitchers will need to be prepared to wear either rubber cleats or tennis shoes as most fields prohibit the use of steel spikes on portable mounds.**
 - b. **If the hosting team has a portable mound and they allow the pitchers to wear steel spikes then that is acceptable.**
 8. Runners are allowed to lead off and steal.
 9. The dropped third strike rule is in play.
 10. **For each league game two umpires are required and both MUST be patched by a sanctioning body (IHSA, MHSA, USSSA, etc.)**
 - a. **If a team only has one patched umpire, then the opposing team will be awarded a forfeit win of 1-0**
 - b. **Opposing team must declare the forfeit win PRIOR to the start of the game and both coaches need to sign each others scorebook indicating that the game is a 1-0 forfeit. If the game begins, and the team does not declare a win by forfeit, then the results of the game played will count.**
 - c. **If the hosting team is using the SWIBL sponsored umpire scheduler, then this rule is null and void as the scheduler only uses patched umpires and always schedules two umpires per field.**
 11. It is the responsibility of the head coach (or acting head coach) to ensure that players and fans exhibit proper sportsmanship at all times. Ejected players, fans and coaches will be required to depart the field of play immediately. Failure to oblige will result in forfeiture of the game.
 - a. If a player or coach get ejected for any reason, they are automatically suspended for their next SWIBL game. It is the responsibility of the team manager to enforce this.
 12. Consumption of alcohol by any member of the coaching staff, or support personnel such as the score keeper, trainer, etc., prior to and/or during the game is strictly prohibited. If a member of the coaching staff or support personnel is observed consuming alcohol prior to and/or during the game, it will result in an immediate forfeit. Multiple offenses by the same team could result in eviction from the league.
 13. League play can begin on April 1, 2012.
 14. It is the responsibility of each team to complete their schedule, including rainouts, prior to the league tournament. Any dispute regarding scheduling conflicts, games played or anything else not covered in these rules must be presented to the league commissioners by July 6, 2012 for resolution.
 15. The format of the league tournament will be determined at a later date and is dependent upon the total number of teams in the league. It is our goal to have

tournament format that is a bracket style format. Teams will be seeded based off the total number of points accumulated during league play. The first tie breaker will be head-to-head, the second tie breaker will be runs allowed in head to head. The final tie breaker will be a flip of the coin.

16. Rosters

- a. A player shall be permitted to participate on no more than two teams but only one team per age division. For the league tournament, any player who is on 2 teams will only be allowed to pitch for one team and that must be declared to the league commissioner before the start of the tournament
 - b. Initial rosters will need to be posted on your team webpage on the SWIBL site no later than April 1, 2012**
 - c. Changes to your roster must be turned in to the league commissioner and accepted by the league board before the player is allowed to play in any league game
 - d. Roster changes will be allowed until June 1, 2012 at which time the roster becomes frozen.**
 - e. If a roster change is needed after the June 1, 2012 deadline then that request must be submitted in writing to the league commissioners and the request will be reviewed by the league board for approval
 - f. If a team uses a player in any game who is not on the approved roster then that game will result in a 1-0 forfeit and the manager will be suspended for two games
 - g. Rosters will be posted on the league website and made accessible only to the team representative who has access to the site (this would be the person who posts scores for your team)
 - h. When submitting a lineup card to the opposing team, coaches must use the players last name and uniform number
 - i. At the home plate meeting prior to the start of the game, both coaches must present their scorebooks with the lineups written in for verification and approval. Once the coach indicates his lineup as presented is correct, then the home plate umpire will initial the scorebook indicating such.**
 - j. Roster challenges will require a \$50 fee paid to the league before the challenge will be heard
17. It is the responsibility of the home team to ensure that all applicable rules affiliated with their “home field” of play get reviewed with the visiting coach and umpires prior to the start of the game. Upon completion of the “home field” rules review it is the responsibility of both teams to ensure that no violations occur. Violations may result in the forfeiture of the game.
18. Disputes or disagreements must be brought forth to the league commissioners for resolution. NOTE: There will be a protest fee of \$75 for any game that is going to be played under protest. If a team wishes to protest a game, they must declare such at the time of infraction. If a team does not declare they are going to protest at the time of infraction, then the protest will not be allowed..
- 19. Players that depart the game for any other reason besides injury will have their spot in the lineup considered as an out each time that the missing players spot in the batting order comes up.**

- a. If a player leaves the game due to injury he will not be allowed to re-enter the same game. When his turn in the line up comes up, he will simply be skipped over.**
20. It is not imperative that baseball coaches wear team baseball cap or be dressed in team attire during the game.
21. A courtesy runner for the pitcher and catcher is allowed at any time. The player which recorded the last batted out must be used first and can only be used one time per inning. In the event that the player which recorded the last batted out has already been used the previous batter that recorded a batted out is to be used next.
- 22. There will be one balk warning per pitcher in age groups 10U and 11U. For age groups 12U and up there will be no balk warning.**
23. The hosting team will be required to supply 2 new baseballs and at least one slightly used baseball for each game. The game ball must be Rawlings ROLB1.
24. It is the responsibility of the winning team to post game scores on the league website no later than 24 hours after the conclusion of the game.
25. If a scheduled game gets cancelled or any reason other than weather related or a school event then that game will result in a 1-0 forfeit.
- 26. The new USSSA bat rules will be followed.**
 - a. Big Barrel bats (2 5/8" or 2 3/4") must have the new USSSA mark on its taper OR be a qualified BBCOR bat OR be a wood bat**
 - b. Small Barrel bats (2 1/4" or less) must have the new USSSA mark on its taper OR have the old USSSA mark OR be a wood bat**
 - c. If a player uses an illegal bat and gets a hit with such bat, then that player will be declared as being out and any runners will return to the base they were occupying at the time of the pitch.**
 - d. The out is only specific to the time the illegal bat was discovered**
 - e. For a second violation in the same game the head coach will be ejected**
27. Base and pitching distances will be established by the USSSA rule book. All 14U teams will be playing at regulation distance of 60'/90'