

2017

Villa Park Youth Baseball Association, Inc.

Official Rulebook



Villa Park Youth Baseball

VPYBRules2017v1, Dated 4/1/2017

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GENERAL RULES

1. Scope

The VPYB Official Rulebook applies to games in the Tee Ball, Farm, Minor and Bronco Divisions only. 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 Friend and/or Manager requests will be considered however cannot be guaranteed. Siblings playing in the same division will be assigned to the same team.

3.3 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 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 continued 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 with 2 5/8" diameter barrels must have a factory applied 1.15 Bat Performance Factor ("BPF") certification mark clearly visible. "BPF" Certification of bats with 2 1/4" diameter barrels is not required.
- 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 1st 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/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 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** Manager 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.
- 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 3rd base dugout and Visiting team takes 1st 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, next catcher or currently on base. 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 7:45PM 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 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 judgement 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 its Manager.

15.4 All Divisional Playoff rules shall apply to All Star games

TEE BALL DIVISION SUPPLEMENTAL RULES

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.

T7.3 Infielders must be positioned behind a real or imaginary playing line is 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 baserunner 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

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 1st 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 1st 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 5th run of an inning crosses the plate, the ball is dead and play is halted. This rule is not in effect during the 6th 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) inning in the infield or battery during the first four (4) 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 Rules F10.1 and F10.2 will not apply to Players held out due to injury or discipline.

F10.4 Outfielders must be positioned in the grass.

F10.5 Pitchers must stay within the mound area while a coach is pitching.

F10.6 Defensive players must use the white base to record an out at first base. The orange safety base is for use by baserunners only.

F10.7 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.

F12.2 Coaches will pitch from one knee while in contact with the pitching rubber. If the batter does not 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 strikes on coach pitching, but batter 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 three (3) batters in one inning MUST be removed as 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 rule does not apply.

F16.2 Balks rule does not apply.

F16.3 Infield fly rule does 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.

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.

B. The Home Team while batting in the BOTTOM of the 5th 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 Rules M11.1 and M11.2 will not apply to Players held out due to injury or discipline.

M10.4 Defensive players must use the white base to record an out at first base. The orange safety base is for use by baserunners only.

M10.5 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 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.

M11.3 Stealing home is not permitted unless the defensive team make a play on the runner at third base. Base runners may not advance from third base to home on a catcher's throw (or overthrow) to make a play on a runner attempting to steal second base. If third base is unoccupied, a runner attempting to steal second base may advance at his/her own risk on an overthrow(s) in continuation of the play.

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. Players must be rested for at least one (1) calendar day between pitching appearances and cannot pitch more than two (2) innings on consecutive regular Minor game days. 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 must pitch one (1) out of the first four (4) 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 three (3) batters in one inning OR a total of four (4) 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.

BRONCO DIVISION SUPPLEMENTARY RULES

IN THE EVENT THE BRONCO DIVISION JOINS AN INTER-COMMUNITY LEAGUE, THE RULES ESTABLISHED BY THAT LEAGUE ASSOCIATION WILL SUPERCEDE THE VPYB OFFICIAL RULEBOOK IN ITS ENTIRETY.

B1 League Age

B1.1 Players in the Bronco Division shall be eleven (11) or twelve (12) 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.

B1.2 Any player rostered on a Bronco team in the previous season must play no lower than Bronco in the current season.

B1.3 Any player rostered on a Bronco team in the previous season is considered a twelve (12) year old player/pitcher during the current season.

B2 Equipment

B2.1 Standard bases will be used.

B2.2 League issued standard baseball will be used.

B3 Field Dimensions

B3.1 Base distance of 70 feet.

B3.2 Pitching distance of 48 feet.

B4 Rostered Players & Call Ups

B4.1 Bronco teams will be allowed to play a game with no less than 8 players.

B4.2 Call up players from Minor are permitted.

B5 Managers & Coaches

B5.1 All base coaching will be done by managers, coaches and/or individuals 18 years of age or older at the discretion of the Manager.

B5.2 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.

B6 Complete Games

B6.1 A Regulation Game shall be seven (7) 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.

B6.2 A game is a Complete Game if five (5) innings have been completed or if the home team is leading after four and one-half (4 ½) innings have been completed.

B7 Time Limits

B7.1 Weekday Games on unlighted fields, a new inning cannot start after 7:45PM prior to Memorial Day and 8:00PM after Memorial Day.

B7.2 Saturday, Sunday and night games, a new inning cannot start more than 2 ¼ hours from the actual start time (not scheduled time).

B7.3 Any inning that is started must be completed.

B8 Slaughter Rule

A 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 5 ½ innings.

B. The home team while batting in the 6th of, 7th inning goes ahead by twelve (12) runs.

C. The visiting team is ahead by twelve (12) runs or more at the end of the 6th or 7th COMPLETED inning.

B9 Hitting Rules

B9.1 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.

B9.2 No one but the batter and the on-deck batter shall 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.

B9.3 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.

B9.4 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.

B10 Defensive Positioning

B10.1 Each rostered player present at the start of a game is required to play at least five (5) innings of a Regulation Game, including a minimum of one (1) inning in the infield or battery during the first four (4) innings.

B10.2 No player present at the field may be held out defensively for two (2) consecutive innings.

B10.3 Rules B10.1 and B10.2 will not apply to Players held out due to injury or discipline.

B10.4 Hidden ball plays are not permitted.

B11 Baserunning

B11.1 Leadoff and Stealing of all bases is permitted.

B11.2 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.

B12 Pitching

B12.1 All rostered players are eligible to pitch the LESSER of three (3) consecutive innings OR to a total of seventeen (17) consecutive hitters per day, up to a maximum of, up to a maximum of eight (8) innings per week. Player must be rested for at least one (1) calendar day between pitching appearances and cannot pitch more than two (2) innings on consecutive regular Bronco game days. The Pitching Week begins Monday 12:01 AM and extends through Sunday 11:59 PM.

B12.2 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.

B12.3 An eleven (11) year old must pitch one (1) of the first four (4) innings. An inning is be defined as 3 outs or 9 consecutive batters. This requirement may be satisfied by the use of more than one (1) player.

B12.4 Any pitcher that hits two (2) batters in one inning OR a total of three (3) batters in one game MUST be removed.

B12.5 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.

B12.6 No player is permitted to catch more than five (5) innings per day, or on a combined basis pitch and catch more than five (5) innings per day (subject to daily limits per B13.1).

B12.7 Pitchers are not permitted to wear non-prescription glasses, sunglasses, white sleeves or wrist bands.

B12.8 Pitchers are limited to 6 warm-up pitches in their first inning and 4 warm-up pitches in subsequent innings pitched.

B13 Trips to the Mound

B13.1 On the 2nd trip to the mound in the same inning to talk to the same pitcher, the pitcher must be removed.

B13.24 A trip to the mound due to injury WILL NOT be considered an official trip to the mound.

B14 Miscellaneous Baseball Rules

B14.1 Dropped 3rd strike rule applies.

B14.2 Balks rule will apply.

B14.3 Infield fly rule will apply.

B15 Definitions

B15.1 DROPPED 3RD STRIKE. The batter becomes a runner when the 3rd strike is not caught by the catcher provided 1) first base is unoccupied or 2) there are 2 outs. The defense must make a play on the runner (or runners) to record an out. If a runner is on first base when the pitcher makes first contact with the pitching rubber, first base is occupied.

B15.2 BALKS. Each pitcher will be given one warning, subsequent balks will be enforced. When a balk is called, the umpire will provide an explanation to the pitcher and his/her Manager.

15.3 INFIELD FLY RULE. An infield fly is a fair fly ball (not including a line drive) which can be caught by an infielder with ORDINARY EFFORT, when the following are true:

- A. 1st and 2nd bases are occupied, OR 1st, 2nd and 3rd bases are occupied
- B. There are less than 2 outs

When the umpire determines that a batted ball will be an Infield Fly, he/she shall immediately verbally declare "INFIELD FLY" for the benefit of the baserunners. If the ball is near the baseline, the umpire shall declare "INFIELD FLY IF FAIR".

RULING. With the Umpire's call of an "Infield Fly", the batter is immediately out regardless of whether the ball is caught. The baserunners may advance at their own risk.

APPENDIX A – MEDICAL RELEASE FORM

Villa Park Youth Baseball Association, inc.

MEDICAL RELEASE FORM



This is to certify that I, parent or guardian of _____, a participant of **Villa Park Youth Baseball Association Inc.** _____ team, hereby grant permission to the adult manager, coach, or league official of the team to obtain medical care from any licensed physician, hospital, or medical clinic, for the player named herein at such time as either parent or legal guardian cannot be contacted in person or by telephone. This authorization shall include all league activities, including the period to travel to and from those activities, and we do hereby waive, release, absolve indemnify, and agree to hold harmless the **Villa Park Youth Baseball Association Inc.** the organization, supervisors, participants, and persons transporting the player to and from those activities, for any claim arising out of an injury to the player.

Date _____

Parent/Guardian _____

Relationship _____

Known allergies _____

APPENDIX B – ACCIDENT REPORT FORM



Villa Park Youth Baseball Association, Inc – Accident Report Form

Name of league participant injured: _____

Incident Date: _____ Incident Time: _____

Incident occurred while participating in:

Practice Game Tournament Traveling to or from: _____

Position/Role of person(s) involved in incident:

Batter Pitcher Catcher First Second Third Shortstop Left Field

Center Field Right Field Umpire Coach Spectator Other _____

Please explain HOW the accident occurred:

Please describe the nature of the injury:

Was first aid required? Yes No

If yes, what, _____

Was professional medical treatment required? Yes No

If yes, what _____

(If yes, the player must present a non-restrictive medical release prior to being allowed in a game or practice.)

Name of acting Manager/Coach: _____ Was Manager/Coach a witness to this injury? Yes No

Could this accident have been avoided? How: _____

Prepared By: _____ Position: _____ Phone: _____

Signature: _____ Date: _____

This form is for Villa Park Youth Baseball Association, Inc. purposes only, and may be required if an insurance claim is made. When an accident occurs, obtain as much information as possible. All injuries should be reported to Villa Park Youth Baseball Association, Inc. as soon as possible. Please submit this report to a VPYB Board member as soon as possible.

APPENDIX C – DIVISIONAL REFERENCE GUIDE

VPYB DIVISIONAL REFERENCE GUIDE

	TeeBall	Farm	Minor	Bronco	Pony
Pitching Distance	40 feet	40 feet	46 feet	48 feet	54 feet
Base Distance	60 feet	60 feet	60 feet	70 feet	80 feet
Safety Bases	Yes	Yes	Yes	No	No
Innings Played	4 innings or 1 hour	6 innings	6 innings	7 innings	7 innings
Complete Game	N/A	4 innings PLAYOFFS ONLY	4 innings	5 innings	Per League Rules
Slaughter Rule	N/A	12 runs after 5 innings PLAYOFFS ONLY	12 runs after 5 innings	12 runs after 6 innings	Per League Rules
Bat Restrictions	TeeBall or equivalent	≤ 32" length; 2 5/8" max barrel w/ 1.15 BPF	≤ 32" length; 2 5/8" max barrel w/ 1.15 BPF	≤ 32" length; 2 5/8" max barrel w/ 1.15 BPF	Per League Rules
Leadoffs	No	No	after ball crosses plate	Yes	Yes
Stealing Bases	No	No	2nd & 3rd bases only NO STEALING HOME	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes
Dropped 3rd Strike	No	No	No	Yes	Yes
Balks	No	No	No	Yes w/1 warning per pitcher	Per League Rules

APPENDIX D - 2016 DIVISIONAL AGE CHART

VPYB DIVISIONAL AGE CHART / BASEBALL

league age determined as of 9/1/2017

MONTH BORN	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
2011	TBALL											
2010	FARM	TBALL	TBALL	TBALL	TBALL							
2009	FARM											
2008	MINOR	FARM	FARM	FARM	FARM							
2007	MINOR											
2006	BRONCO	MINOR	MINOR	MINOR	MINOR							
2005	BRONCO											
2004	PONY	BRONCO	BRONCO	BRONCO	BRONCO							
2003	PONY											
2002									PONY	PONY	PONY	PONY

APPENDIX E - D45 USE OF SCHOOL FACILITIES



School District 45, DuPage County
Villa Park, Illinois

COMMUNITY RELATIONS USE OF SCHOOL FACILITIES

R 1330(c)

5. Churches, colleges, universities, non-public elementary and secondary school having any portion of their boundaries within District 45.
6. Non-political, organized and identifiable (non-profit) community groups within District 45.
7. Groups of community adults within District 45 not covered under number 6.

Section 4- Opening and Closing

Doors to facilities will be opened not more than fifteen (15) minutes prior to the time of scheduled use and will in no instance be opened unless an employee of the District is present. All users shall be required to vacate the facilities within twenty (20) minutes after the approved ending time. All groups must vacate the premises by 10:30 PM. Any exceptions to this rule must be approved by the Superintendent or his/her designee.

Section 5- Equipment, Fixtures, Furniture or Materials

School equipment, fixtures, furniture, or materials shall not be moved within or removed from the area of normal use without written permission granted at the time of approval of the request for use of the facilities. Movable equipment shall not be used outside the facilities.

Tables, chairs and some equipment regularly in the building may be available upon request. Failure to request these items at the time of the approval of the request for use of the facilities will result in denial of the request. Any other equipment is to be furnished by the renting organization and removed immediately after building use is concluded.

Section 6- Building Regulations

- A. Custodians are not allowed to extend the closing times or permit access to additional building facilities, which have not been authorized in the Application for Facilities Use.
- B. A District employee must be present in facilities anytime they are used.
- C. No keys for facilities shall be provided for persons other than District employees.
- D. Smoking will not be permitted in school buildings or on school property. Unauthorized smoking shall be sufficient justification for immediate cancellation of the current use agreement or the prohibition of further use by the offending organization or individuals.



**COMMUNITY RELATIONS
USE OF SCHOOL GROUNDS**

1330.1(b)

4. **Disturbing the Peace**

Any person(s) who willfully disturb(s) the peace and quiet of the school premises or adjacent territory by loud or unusual noises, threatening, quarreling, or fighting, or whoever displays any deadly weapon, or who uses intoxicating beverages or unlawful substances, or does any other act in such unreasonable manner as to alarm or disturb another person shall be subject to the penalty hereinafter provided.

5. **Vehicles**

No person shall drive or permit to be driven any motorized vehicle on any school grounds or premises at any time. This limitation, however, does not apply to licensed drivers using licensed vehicles on school driveways and parking lots for normal school business, to law enforcement or emergency vehicles and to reasonable short-term parking by neighbors as the Board may permit.

6. **Animals**

All animals on school premises must be under the direct control of the owner of the animal or his designee at all times. Litter or refuse caused by the presence of any animal shall be promptly removed from school grounds or premises by the owner of the animal.

7. **Sports**

No person shall participate in any sports or activities on any property of the District except as such places as may be designated and provided for that purpose.

8. **Tobacco**

No person(s) shall use tobacco in any form on School Grounds (Policy #4300).

9. **Teachers and Employees**

Teachers and employees are hereby authorized to request any person(s) entering the school grounds to identify themselves and the purpose of their activity and to show any permit issued under this policy.

APPENDIX F – PARENT CODE OF CONDUCT

We, the VPYB League, have implemented the following Sport Parent Code of Conduct for the important message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to their children participating in our league.

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility and be suspended from the following game. Repeat violations may cause a multiple game suspension, or the season forfeiture of the privilege of attending all games.

Preamble

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring and Good Sportsmanship

The highest potential of sports is achieved when competition reflects these “six pillars of character”.

I therefore agree:

- I will not force my child to participate in sports.
- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
- I will learn the rules of the game and the policies of the league.
- I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
- I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
- I will teach my child that doing one’s best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
- I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the officials or head coaches.

APPENDIX G - UMPIRE RULES

- U1.** Umpires are responsible to **READ** and **UNDERSTAND** IHSA rules and the VPYB Official Rulebook.
- U2.** No one will be permitted to umpire without wearing safety cup, mask, shin guards, chest protector and protective headgear.
- U3.** Umpire must arrive at game site 15 minutes before game time in 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.