

Barrington Youth Baseball & Softball

1. League Season:

- The league season will begin in mid-April and will continue through mid to late June.
- There are no playoffs for this level.
- No Standings

2. Length of Game:

- All games are 6 innings
- No full inning will begin after 1 hour and 45 minutes
- Tie games can go to extra innings if the time is under the 1 hour and 45-minute time limit
- All games will begin at the published start time unless the game prior has exceeded its allotted time.

3. Conduct & Forfeitures:

- The goal is a team should have a minimum of 6 players from the team's roster and a minimum of 8 players including replacement players. However, to avoid forfeitures players from the other team can fill in the outfield where needed.
- A manager cannot discuss any judgment calls with an umpire. The first violation will result in a warning; the second violation will result in ejection. Please discuss rule interpretations in a respectful way. Many of these kids could be yours one day.
- The use of profanity by players, fans, managers, or coaches is prohibited.
- Unsportsmanlike conduct of any nature will result in ejection.
- Any manager or coach ejected from the game will automatically be suspended for the next game. An ejection will result in review by the BYB Executive Board.
- A manager is also responsible for the conduct of his team and fans. If team members or fans engage in un-sportsmanlike conduct, the umpire shall warn the team manager. If there is a second incident of unsportsmanlike conduct, the umpire shall inform the BYB&S Board or Commissioner.
- No smoking or drinking of alcoholic beverages by any manager or coach while on the field or in the dugout will be allowed.
- All teams are responsible for picking up everything in the dugouts after every game.
- Occasionally, BYB&S will have conflicts with the Barrington High School schedule. Barrington High School will have priority in any conflict. Please try to understand and act accordingly.
- First Aid Kits will be located in the concession stands both at Field of Dreams, however, it is always a good idea to have one in the team bag.
- No soft toss allowed against the backstops. Over time it destroys the fencing!!

4. Miscellaneous Baseball Rules:

- The infield fly rule does not apply at this level
- Offensive Coaches: When your team is batting you are only allowed a first base and third base coach.

- Defensive Coaches: When your team is on defense you will be allowed 1 coach in the outfield. An additional coach or parent will be allowed to back up the catcher.
- Only coaches and players are allowed in the dugouts and on the field

5. Use of Players:

- All players on a team roster will bat in consecutive order. A player arriving after the game starts will be added to the end of the order. The opposing manager must be notified.
- All players must play a minimum of four innings, if six innings are completed. In official games shortened due to weather, time limit or darkness, this rule will then not apply.
- **No player may not sit out for consecutive innings.**
- **No player can sit twice until every player has sat once.**
- In addition to playing a minimum of 4 innings, each player must play 2 innings at an infield position during the game. The catcher position is considered an infield position for this rule.
- There will be a maximum of four innings that a player may play in the infield and a maximum of two innings per position. A player may be **exempt** from this rule if the Manager or Coach determines it to be an unsafe situation. If a manager or Coach believes a player should be exempt from this rule, then they must notify a parent of the player and a Commissioner with an explanation, and the commissioner must approve the exemption. A Manager or Coach must notify the opposing Manager of the exemption before each game.
- Any violations concerning of the use of players should be reported to the Commissioner. These rules should be strictly adhered to and will be enforced.
- If a team loses a player for the season, the manager must notify the Commissioner. The league, at its discretion, will provide a substitute player.
- If less than 9 players are available for a game, the team can use a player from any other team within the A division.
- A substitute player must play. A substitute player must bat last and can only play the outfield.
- If a rostered player shows up late to the game, and a substitute player is playing, the substitute player will be allowed to continue to play and the late rostered player will be added to the bottom of the order.

6. Pitching/Defense:

- For the 1st three weekends: Players will pitch the 2nd and 5th innings. Coaches will pitch the 1st, 3rd, 4th, and 6th innings.
- After the 1st three weekends: Players will pitch the 1st, 2nd and 5th innings. Coaches will pitch the 3rd, 4th, and 6th innings.
- Players will have a maximum pitch count of 30 pitches per game.
- Players may throw no more than 55 pitches in a week.
- Players may never pitch on consecutive days.
- Players must have two complete days of rest after throwing 30 pitches.
- Players may not pitch in more than two games in any given week. The week will end at midnight Sunday.
- Once a player is taken out as a pitcher, he may not re-enter as a pitcher. He may play any other position. A player who has pitched in the 1st or 2nd inning may never pitch during the 5th inning.

- A pitcher may not face the next hitter if the pitcher is 3 or less pitches from the maximum pitch count number.
- A pitcher may finish facing a hitter if the pitch count number is eclipsed during the at bat.
- ***Pitch counts are to be kept by managers and a line up/pitching report will need to be delivered upon request if the Commissioner believes these rules are not being adhered to.***
- Once a player has thrown one pitch it counts as one full inning.
- A pitcher must be replaced after hitting two batters in an inning or three batters in a game.
- Players will pitch from the 40ft pitching rubber.
- A batter will not receive a walk. If a player pitcher has thrown four balls to a hitter, the coach of the hitter may take the mound for a maximum of 4 additional pitches (a foul ball on the fourth pitch keeps the at bat alive).
- During coach pitch innings, coaches will pitch to their own team from the pitching rubber, with the exception, of players having a difficult time batting in which case the coach may move closer.
- Coaches may throw a maximum of 6 pitches to a hitter during coach pitch innings (a foul ball on the sixth pitch keeps the at bat alive).
- A Coach may not pitch underhand.
- A defensive player will occupy the position of the pitcher. He must be within a 6 ft. radius of the pitching rubber and cannot stand in front of the coach pitcher until the ball is hit.
- A team is permitted to play four outfielders in the field. Outfielders must play in the outfield grass. Outfielders are not allowed to make any plays in the infield. Outfielders must throw the ball to an infielder for a force or tag at any base.

7. Base Running:

- A courtesy runner must be used if the catcher is on base with 2 outs. The courtesy runner shall be the last batted out. This rule is in place to speed up the time in between innings so that there is a better chance to get all 6 innings completed.
- Base stealing is not allowed.
- No lead offs. The base runner must stay on the base until the ball is hit. If a runner leaves early on a ball hit in play the runner will be returned to the first open base.
- When a play is made on a base runner at first base or any other base and the ball is overthrown, the base runner may not advance.
- Play stops once a ball is returned from the outfield to the infield. If the runner is in the process of attempting to advance to the next base, and only if the runner is at least halfway to the next base, the player may advance. For example, if a batter is attempting to get a double when the ball is returned to the infield, the batter/runner may proceed to second base if the batter/runner is at least halfway to second base when the ball is returned to the infield.
- The base runner may only advance as many bases as the batter takes. For example: With a runner on second, the batter hits a ball over the outfielder's head. The runner on second crosses home plate before the ball is retrieved by outfielder, but the batter stays at first base. The runner must return to third base and the run does not score.
- Defensive obstruction of the base runner (including by any field coach) results in award of the next base.

- Offensive obstruction will result in the runner being called out.

8. Batting:

- There is a 6-pitch rule during coach pitch innings. Each batter will have 6 pitches to put the ball in play. There are no strike outs during coach pitch. If the batter does not put the ball in play after 6 pitches, he is called out. An at bat can't end on a foul ball unless caught on a fly.
- A batter will not receive a walk. After four balls are thrown during player pitch, a coach from the offensive team takes the mound for a maximum of four pitches (see pitching rules).
- A batter can strikeout during player pitch innings.
- A batter hit by a pitch will NOT be awarded first base – if during player pitch a coach will finish the at bat with 4 pitches.
- Each team will be permitted a maximum of six runs per inning.
- Unlimited runs will be allowed in the 6th inning, unless a visiting team has a lead of 10 runs or more, then the 6-run limit applies.
- All extra innings, if permitted by time, will have 3 run limits for each team.
- A batted ball that strikes the coach pitcher will be in play. If a coach/pitcher intentionally catches or knocks down a ball to avoid an injury to a player, the batter will be awarded a single.
- A batted fair ball that strikes a defensive coach or that is caught or knocked down by a defensive coach will be ruled a ground rule double with all base runners awarded two bases.
- Please follow all bat rules found on the BYBS website

9. Threatening Weather and Lightning Conditions:

- Threatening weather conditions and/or lightning will end the game or practice session. The activation of a lightning detector regardless of existing weather conditions or a visual sighting of lightning will end the game or practice session at that point. Due to the lack of lightning safe, enclosed structures, the Station Fields (Lines Station), the FOD facility or Park District (Langendorf or Beese) will be cleared of all persons in lightning conditions. All players, spectators, coaches, and managers are to move to an area of safety.
- Games scheduled to start while a lightning detector is activated will be cancelled as a rain out if the delay due to the activation exceeds fifteen minutes past the games posted starting time.
- Practice sessions will be delayed until the lightning detector or condition has cleared. No one will be allowed to practice until a detector has cleared.
- Dropping off players by parents or guardians will not be permitted until the activation has cleared. For safety considerations, everyone shall remain in their cars while a lightning detector is activated, or lightning conditions exist.

REMEMBER: Your kids and players are always watching you! Please behave appropriately and show respect for the other Managers, Coaches, Commissioners, Parents and Board Members who are volunteers like yourself. Especially for the umpires, they are good knowledgeable kids trying their best, but like everyone else they too will make mistakes and retaining these kids year after year is imperative for our program.

Revised 5/26/2021