

# 2018 NorthSide 5 Playing Rules

## 2018 Updates:

- A rule for bat throwing has been added to Game Rules section
- Bat rules have been updated for both USABat and USSSA certified bats

## Eligibility

- The NorthSide 5 is a league for house All-Star teams. To participate in the NorthSide 5, a team must be comprised of players in good standing with the same Chicago based house league. A player is in good standing with their house league if they are registered and participating in house events (practices and games) as required by the policies of their house league.
- Teams that are not eligible based on the defined requirements can apply for inclusion to the NorthSide 5 Board. In general, exceptions will be made only to save a division where the team count is low enough to threaten the existence of a division.
- Each team must have a valid and current Certificate of Insurance. The certificate should be in the possession of the manager at all times. The North Side 5 does not insure individual teams or players.

## Roster

- Each team must submit a final roster (maximum 17 players) prior to the start of the season. These rosters are final; players cannot be added after the start of the season.
- A copy of each player's birth certificate needs to be in the possession of the manager at each game and available upon request. Birthday cutoff is May 1st. The player's age on April 30th is the lowest age division they are eligible for.
- For the 13/14U division, there are these additional requirements:
  - A player CANNOT play on any other full-time travel teams (affiliated with the team's house league or not)
  - A player CANNOT have played for his high school the previous school year (i.e. Freshman, JV or Varsity)

## Team Administrative Duties

- Winning coaches must update the score on the NorthSide5 website ([northside5.com](http://northside5.com)) immediately after the game. Verify final score with opposing coach before reporting the score. Instructions for accessing the scoring section of the website will be distributed via email to all coaches prior to the start of the season.
- Any issues related to game scores after the game will be adjudicated by the NorthSide 5 Board.

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- Schedule changes during the season are inevitable. Teams are responsible for rescheduling amongst themselves. If a game is changed (location, date/time), please email the [ns5baseball@gmail.com](mailto:ns5baseball@gmail.com) as soon as possible so that the website can be updated.

### Umpires

- The HOSTING team is required to secure and schedule umpires for the game.
- The HOME team (as defined in the scorebook) is responsible for paying for the umpires.
- As guidance, expected cost per regular season game should be around \$50-60.

### Game Rules

Games will be played in accordance with IHSA rules unless altered by this document

- Home team must supply two game balls of the same identical type to the umpire prior to the start of the game.
- Scores should be verified after each ½ inning.

### Game Length

- Games will be 6 innings in all age divisions.
- There is a two hour time limit per game. No new inning will start after a one hour and fifty minute time lapse from the first pitch, if an inning is started before the 1:50 limit it must be completed even if 1:50 limit passes. The exact start time will be announced after the first pitch.
- A game will be considered official if 3 1/2 innings are completed with the home team ahead or 4 innings if the visitors are ahead (all age divisions)
- Slaughter Rule: 12 runs after 4 innings (3 ½ if the home team is leading) or any inning after the 4th
- Extra Innings:
  - If a game is tied after 6 innings and the time limit has not expired then teams can play extra innings. No new inning can start once the time limit has expired. If an inning is started then it should be completed.
  - The game result will be a tie if the score is still tied and a new inning cannot be started due to the time limit.
- Stoppages:
  - If a game is halted because of rain, lightning etc. a period of at least 20 minutes will be given to determine if conditions are safe to resume. This decision will be left to the attending umpire.
  - If a stopped game cannot be resumed, both teams should make best good faith effort to schedule an agreeable time to continue the game.
  - If the game has reached the official stage and can't be continued then the result will stand.

# 2018 NorthSide 5 Playing Rules

## Batting

- All team members in uniform must be listed in the official batting order at the beginning of each game and will bat in that order until the conclusion of the game. The maximum number of batters in the lineup will be 13.
- A team must have at least 9 players in the batting order to start the game; if they have only 8 than the 9th spot in the lineup will be an automatic out. Less than 8 would result in forfeit.
- Players not present when the game starts will be added to the end of the batting order as they arrive and will bat in that order the remainder of the game
- Continuous Batting Rule: teams will bat a continuous lineup and are allowed free defensive substitutions throughout the game to encourage maximum player participation. Any player leaving before the game is over will result in an automatic out when that player's next at bat occurs. There are two exceptions to this rule:
  - Coaches may announce to the umpire and other coach before the game if a player will be leaving early
  - If a player is injured and cannot bat for his designated spot in the order, thus requiring that player to leave the game.
  - In both of these instances no penalty will occur and the place in the batting order will be skipped over.
- Faking a bunt and then swinging is not allowed. Batter will be called out.
- In the interest of safety, warnings and outs may be issued to players for accidental bat throwing at the discretion of the umpire. Upon the first occurrence, a player will be issued a warning. Any additional occurrence by a previously warned player will result in a dead ball out. Intentional bat throwing can, at the umpire's discretion, result in a dead ball out or ejection.
- Swinging at a pitch on an attempted straight steal of home is not allowed. Batter will be called out and the play declared dead, runner returns to 3rd base. This is null if the steal of home is the result of a throw to a base by the catcher.
- Any player identified as using an illegal bat (see bat regulations below) after the first pitch of the offending player's at bat has been recorded (i.e. the first ball or strike) will result in an automatic out for that player.

## Base Running

- Head first slides are prohibited. A player will be declared out if the head first slide is used. This rule does not apply to a dive back to a base on a pick-off attempt
- Sliding- Runners do not have to slide but they always must avoid making contact with or altering the play of the fielder. Runners who initiate malicious contact will be ejected from the game.
- A courtesy runner (last batted out) is optional for the catcher and pitcher after two outs.
- A pinch runner (last batted out) may only be used in the case of an injury.

## Pitching

- For 12U and under, a pitcher is limited to a maximum of nine consecutive batted outs per game. For 13/14U, a pitcher is limited to a maximum of 12 consecutive batted outs per game.

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- Pitchers are limited to maximum 8 warm-up pitches when first in the game, after that the max is 6 warm-up pitches
- Once a pitcher is removed from the game he may not re-enter as a pitcher
- Coaches are allowed one trip to the mound per pitcher per inning, any visits after that in the same inning must result in the pitcher being removed. Exception: in case of an injury to the pitcher
- If three batters are hit by a pitch in a game by the same pitcher that pitcher must be removed from pitching for the rest of the game
- A pitcher may come in to the game from the bench (a mid-inning replacement does not have to come from a player already in the field)

### Defensive Positions

- All players must play a minimum of two innings on defense
- There is free substitution on defense except that a player must finish an inning on defense where they started unless the result of an injury or realignment due to a pitching change

### Sportsmanship

- Disrespect to the umpire or the opposing team will not be tolerated from coaches or players
- Only team managers may discuss a call with an umpire. All judgment calls are final.
- Balls and strikes may not be disputed
- Managers are responsible for keeping the pace of play moving. If in the opinion of the umpire a team is slowing down play deliberately the umpire may issue a warning. If slow play continues the umpire may rule the game a forfeit.
- No distracting noises during the pitcher's wind-up. Vocal support for their team is allowed in the form of cheering and voicing encouragement. Any form of vocal distraction during a pitchers wind-up or delivery is not allowed
- Each team's manager will be responsible for control of the team's fans
- Any ejections will be reported to the league along with the final score
- The Board will handle discipline in the case of ejections or repeated episodes of poor sportsmanship

### Player Equipment

- Batting helmets must be worn at bat and on base
- Metal cleats are not allowed
- Bat Restrictions:
  - All USABat Standard certified bats will be allowed at any age level
  - For non-USABat Standard certified bats, the following restrictions apply:
    - For 10U and under, 2 ¼ inch barrels only (USSSA 1.115 BPF).
    - For 11U and above, 2 5/8 or 2 ¾ inch (USSSA 1.15 BPF) or any wood bat
- All players must be fully uniformed in matching jerseys, hats and pants. Shirts must have unique numbers.

## 2018 NorthSide 5 Playing Rules

### Field Dimensions

Some fields may not accommodate exact distances; best efforts should be made to play from age division specifications

	<b>8U</b>	<b>9U</b>	<b>10U</b>	<b>11U</b>	<b>12U</b>	<b>13/14U</b>
<b>Bases</b>	60'	60'	65'	70'	70'	80'
<b>Pitching</b>	42'	44'	46'	50'	50'	54'

### Divisional Playing Rules

	<b>8U</b>	<b>9U</b>	<b>10U</b>	<b>11U</b>	<b>12U</b>	<b>13/14U</b>
<b>Infield Fly</b>	No	Yes	Yes	Yes	Yes	Yes
<b>Balks</b>	No	No	No	Yes/1 warning per pitcher	Yes/1 warning per pitcher	Yes
<b>Dropped 3<sup>rd</sup> Strike</b>	No	No	No	Yes	Yes	Yes
<b>Leadoffs</b>	No	No	No	Yes	Yes	Yes
<b>Stealing</b>	No	After ball crosses home	After ball crosses home	Yes	Yes	Yes
<b>Steal Home?</b>	No	No <sup>1</sup>	Yes	Yes	Yes	Yes

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<sup>1</sup> In 9U there will be a "wall" at 3<sup>rd</sup> base that will operate as follows: A runner originating at 3B may not go home except on a batted ball or walk. In a 1st and 3rd situation, the runner at 3b may not be allowed to advance when the catcher throws to 2B. A runner originating at 1B or 2B, while attempting to steal 3B can go home. Should the runner advance from 3B in any situation where he is not allowed under these rules, it is at the player's own risk and the player can be tagged out.

## 2018 NorthSide 5 Playing Rules

### *Additional Rules Specific to the 8U Division*

- 8U will have a maximum of 15 kids in the batting order
- Kids will pitch all 6 innings of each game
  - There will be no walks. If ball four is thrown by the kid pitcher a coach from the team on offense will pitch. The strike count will remain the same. The umpire will continue to call strikes.
  - The coach has a maximum of 4 pitches until the hitter puts a ball in play or strikes out either swinging or looking.
  - If after 4 coach pitches the batter has not put a ball in play or struck out the at bat is over and an out is recorded.
  - Exception: A foul ball/tip on the final pitch will allow for another pitch.
- Bunting is not allowed when a coach is pitching
- There is no leading or stealing. Runner cannot move off the base until the ball is put in play.
- The batter may not advance to 2nd on an overthrow of 1st base. Runners on base can advance a maximum of two bases from the previously occupied base at their own risk on an overthrow still in the field of play. A ball that is deemed out of play by the ground rules or the umpire will result in a two base advancement from the previously occupied base.
- The play is dead at the discretion of the umpire. Guidance should be given to the umpire that play is dead when the ball is in control of the defense inside the baselines. Runners on the move while the ball is in transit are still in peril and will not be sent back to the previous base. (It's the umpire's judgment but the play should reach its logical conclusion)