

SOUTHWEST ILLINOIS BASEBALL SPRING LEAGUE 9U RULES

Rules for the 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. Base distances will be 65' and pitching distance will be 46'
3. Teams will be allowed unlimited substitutions, excluding pitchers, during SOUTHWEST ILLINOIS BASEBALL league, and end-of-year tournament play.
 - a. After a pitcher is removed from the game he will not be allowed to re-enter the same game as a pitcher.
 - b. there will only be 9 fielders in the field of play
4. All league games 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) or a team has a 10 run lead after 4 innings or an 8 run lead after 5 innings
5. A game will be considered "complete" after 4 innings or 3 ½ innings if the home team is winning.. Any game that ends prior to the completion of 4 innings will be resumed from where the inning was halted.
6. Game time limit is 1 hour and 50 minutes (1:50). This means that no new inning shall start after 1:50 has passed.
 - a. The clock will start at the conclusion of the plate meeting
 - 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.
 - c. The new inning begins when the third out in the bottom half of the previous inning occurs.
 - d. No game shall start more than 10 minutes early, unless both coaches and the umpires agree to start early.
7. Each team is allowed to score a maximum of 5 runs per inning, with the exception of the sixth inning then teams will be allowed an unlimited number of runs.
 - a. This rule only applies to the sixth inning
 - b. Both teams must have an equal opportunity to score unlimited runs in the last inning.
8. Pitching mounds are required for all SWIBL games

- A. Pitching mounds that are wedge shaped are not legal. While these mounds are fine for practice, they are not acceptable for league games.
 - i. If a team is using the wedge mound then the opposing team may ask for the removal of the mound and pitchers will flow from a flat surface.
 - ii. If team refuses to remove the mound then opponent may take a 7-0 forfeit win and go home. If you decide to play the game with the wedge mound then the score of the game will stand as played.

9. Pitching Rules

- A. Pitch Count Rule, would be whichever of the following occurs first
 - i. 9U-10U – 60 pitches in a day or maximum of 4 innings
 - ii. Any warmup pitches thrown DO NOT count towards the 60 pitch maximum
- B. Teams should synch up on pitch count at a minimum every 2 innings
 - i. In the event of a discrepancy, then you will split the difference
 - 1. For example if Team A has their pitcher at 50 pitches and Team B has the same pitcher for Team A at 60 pitches then the correct number will be 55
- C. If a pitcher reaches his limit in the middle of an at bat, he can finish the at bat.
 - i. For example, if a 10U pitcher reaches his 60th pitch with a 2-1 count on the batter, he can finish throwing to that batter until said batter is either out or reaches base.
- D. Arm health care is the responsibility of the coach as well as the player and his or her family. It is through effective communication that the coach and parents should work together to ensure a pitcher does not throw too much and end up hurting his arm. SWIBL suggests that all coaches and parents follow the MLB Pitch Smart program for arm health <http://m.mlb.com/pitchsmart/pitching-guidelines/>. In addition, there is also an abundant amount of information on the SWIBL site <http://www.swibl-baseball.org/v1/index.php/news/86-arm-care-and-injury-prevention> that should also be followed.
- E. Any and all pitching discrepancies will be settled by the assigned umpires on the field jointly (if there are 2) and their decision is final. Keep in mind we would much rather error on the side of caution in lieu of over throwing a pitcher.

10. The dropped third strike rule is NOT in play.

11. Runners on base.

- A. Runners may not lead off, however they will be allowed to steal second and third base.

- i. Runners on base may take off once the ball leaves the pitcher's hand
 - 1. First time any runner leaves early, umpire shall call an immediate dead ball and said runner shall return to the base occupied. This will result in a team warning
 - 2. Once the team warning has been issued, then any runner who leaves early after that will automatically be declared out. This too will result in an immediate dead ball
 - 3. This is solely on the judgement of the umpire and is not debatable or appealable.
 - ii. Runners on third must be batted home or forced home
- B. Runners may advance a maximum of 1 base on a pick-off over throw
 - i. Runner on first, pitcher attempts to pick off runner and ball goes by first baseman. Runner may advance to second base but no further.
 - ii. Runners on first and third. Runner on first attempts a legal steal. Runner on third may NOT advance on this play, regardless of where the ball goes.
 - iii. Runners on second and third, pitcher attempts to pick off runner at second base and ball goes into outfield. No runners may advance as third base is occupied.
 - iv. Runner on second attempting to steal third and ball gets past the third baseman, said runner may advance
 - v. Runners on first and third and runner on first is attempting to steal. Catcher throws to third in an attempt to pick off that runner and ball gets by the third baseman, said runner may advance
 - 1. Note that the runner on third MAY NOT get an extended lead in an attempt to coerce the catcher into a throw and then advance towards home on the throw. The runner must be going back to third base on the throw.
- C. If the pitcher attempts to pick a runner off of third and the ball gets by the fielder that runner may advance home.
- D. Runners may not advance on an overthrow of a pitched ball from the catcher back to the pitcher. In addition, runners may not advance on an overthrow from a fielder back to the pitcher.
- E. Runners can advance from any base on an overthrow in the same play sequence. For example, if a kid hits a ball and coming into third base the ball gets past the third baseman then that runner may advance home.
- F. Runners may not advance on a passed ball.
 - i. If a runner is in the process of stealing and the ball gets by the catcher then the steal is legal. Note that said runner may not then attempt to advance to third base on the passed ball.

12. Only 1 umpire is required for any 9U baseball game and that umpire must be patched by a sanctioning body (IHSA, MHSA, USSSA, etc.). Umpire payment will be \$65. The umpire will position himself behind the pitcher's mound and will call balls and strikes from there.
 - A. If the team does not provide a home umpire who is patched by a sanctioning body, then the opposing team will be awarded a forfeit win of 7-0
 - B. Opposing team must declare the forfeit win PRIOR to the start of the game and both coaches must sign both scorebooks indicating the game is a 7-0 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.
 - D. Umpire payment will be made at the plate meeting PRIOR to the start of the game.
 - E. If the game is cancelled, and the umpire is not notified then the home team will be responsible for paying the umpire \$60 in show up money.
 - F. Once the game gets started the umpire shall be paid in full regardless of the number of innings that get played.
13. 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. Any coach or player ejected from the game will be suspended from the next game. Multiple ejections throughout the course of the season will lead to stiffer penalties being assessed at the discretion of the league directors.
 - i. Any fan who gets ejected from a game may NOT attend the next SWIBL game. It is the responsibility of the Head Coach and/or Team Manager to enforce this
 - B. League commissioners reserve the right to remove any coach for any reason.
14. 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.
15. In the event of inclement weather it is the home team responsibility to make a decision on playing the game no later than 4:00pm on the day of game. It is the home team responsibility to notify the visiting team and umpires about the cancellation.
16. Scheduling games

- A. Teams may begin scheduling games for the new season once the final league set up document is released from the league.
- B. The league commissioners and directors reserve the right to add teams to the age group at any time up to the annual league scheduling meeting.
 - i. Once the league meeting has concluded then no additional teams will be added to the league, unless there is a benefit to the league for adding the team.
- C. When a coach contacts you to schedule a game it is the expectation of the league that you respond to the coach within a reasonable time frame (2-3 days).
 - i. Continued issues with teams not responding to scheduling requests within a reasonable time frame will be reviewed by the league board and may result in punishment from the league that would include, but not be limited to forfeiting games or removal of team from the league.

17. Game Cancellation

- A. A game that gets cancelled for any reason other than weather or a school event, and teams cannot agree on a make up date, then said game will result in a 7-0 forfeit
- B. Games that are cancelled due to weather or a school event are to be handled as follows:
 - i. The home team has one week to contact the opposing coach with alternative dates.
 - ii. The opposing coach is required to respond within the same week. All correspondence is required to be completed via email.
 - iii. If the home team does not have any open home dates then they should ask the opposing team if they have any open dates on their field.
 - iv. If the home team reaches out and there is no response from the opposing team in that first week then that game is subject to being declared a forfeit win; AFTER the home team presents all the emails that were sent to the opposing team for the SWIBL board to review.
 - v. The same goes for the opposing team if they are trying to correspond with the home team.
 - vi. To reiterate, all correspondence between the team must be done via email. We will not base any findings off phone conversations or face to face conversations or text messages. 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 1, for resolution.

18. Rosters

- A. The parent signed roster sheet as well as your online roster must be received by April 1. The following are new this year:
- B. Teams will be allowed to have a maximum of 15 players on their roster. Teams should have a maximum core of 12 players and then 3 additional players listed as substitutes.
 - i. If your roster is at the max of 15, then before adding any additional substitutes the corresponding number will need to be dropped from your roster.
- C. When entering your roster online, you will also need to enter the parent email address
 - i. We are using the emails to communicate regarding our events that take place throughout the year. Emails will only be used for SWIBL related items and will NOT be sold or made accessible to anybody
- D. Kids can only play for a maximum of 2 teams in SWIBL and only 1 team in any age group, regardless of division.
- E. Players who turn 10 prior to May 1 of the current season are not eligible unless they are in the 3rd grade. Also, any player turning 11 prior to August 1 will not be eligible. Players who are 9u are eligible for this division regardless of their grade.
- F. An age eligible player who is on a 10U Roster is allowed to play down for no more than 1 9U team and must be listed on said team's roster.
- G. Roster changes will be allowed up to May 1 at which time your roster becomes frozen and any changes need to be submitted to the league for approval
- H. Starting on June 1, all rosters are completely frozen and no changes will be allowed.
- I. A player cannot be rostered (or play) on multiple teams within an age group regardless of the division(s). For instance, a player in the 9U North group cannot play on any other 9U team. However, the player is allowed to play on teams in a higher age group (e.g. 10U). Please note a player is limited to being on no more than 2 rosters and may only play for 2 teams.
 - i. During the league tournament, the player may play on both teams but will only be allowed to pitch for one team. If a player plays for

- multiple teams the player must declare, to the league prior to the event, which team he will pitch for and may only pitch for that team during the event regardless of when that team is eliminated
- J. Failure to enter your roster on the SWIBL site will result in any games played after April 1 in a 7-0 forfeit.
 - i. If there is a change to your roster, the parent form will need to be re-submitted to the league commissioner and your team page updated before the new player is eligible to play
 - ii. If a rostered player quits your team then in order for him/her to be picked up by another team the head coach must agree to drop him/her from their roster. Once this is done, then the league board needs to be notified for final approval. Please note the league board reserves the right to accept or reject any and all roster changes
 - K. It is the coaches responsibility to verify the correct birthdate of each player on the roster and confirm the rostered player is of the correct age for his group
 - i. A player who has been determined to be too old to play will be removed from the roster and not allowed to participate on any SWIBL team for the remainder of the season
 - ii. Upon determining a player is too old, the Head Coach will be suspended for 1 game.
 - L. If a team uses a player in any game who is not on the approved roster then that game will result in a 7-0 forfeit and the manager will be suspended for two games
 - M. 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)
 - N. When submitting a lineup card to the opposing team, coaches must use the players last name and uniform number
 - i. Duplicate numbers are not allowed
 - ii. If a team has players with duplicate numbers and said player reaches base, opponent may bring the duplicate number issue to the attention of the umpire and said player will be declared out.
 - iii. This must occur the first time said player reaches base. If not, then team forfeits their right to request the out.
 - O. Roster challenges will require a \$50 fee paid to the league before the challenge will be heard
19. 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.

20. 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.
21. 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.
 - i. A player leaving any game due to injury may not return to play in the same game. When his spot in the batting lineup comes up he will be skipped over.
22. It is not imperative that baseball coaches wear team baseball cap or be dressed in team attire during the game.
23. 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.
24. All balks will be considered warnings and the ball considered dead at the time the balk is called.
25. The hosting team will be required to supply 2 new league baseballs for each game. No rubber coated, plastic, or obviously defective baseballs are allowed. It is **required** that the league mandated ball – Rawlings SI 1 or Rawlings ROLB must be used for all SWIBL league games.
26. 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.
27. If a game gets cancelled for any reason other than weather or a school-related event, then that game will result in a 7-0 forfeit.
28. At no time shall a coach bring video onto the field to debate or review a play. Should a coach bring video onto the field he will be ejected from the game
29. Bats must conform and be approved by any 1 of the following entities
 - A. USSSA
 - B. USA
 - C. IESA (Illinois Elementary School Association)
 - D. SILJHSA (Southern Illinois Junior High School Association)
 - a. 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.
 - b. The out is only specific to the time the illegal bat was discovered
 - c. For a second violation in the same game the head coach will be ejected

- d. It is possible for a bat to be not allowed under 1 entity but legal under another. As long as said bat is legal under any 1 of the four entities listed above then it is a legal bat.

SWIBL CHAMPIONSHIP

1. Teams will be seeded based off of regular season statistics found on our standings page. For age groups where we are not crossing (for example North and South) the seeds will follow the standings page. For age groups where we are combining North and South we will start with the first-place teams in each and will look at all of the data provided on the standings page. We will then decide based on the data to determine who the overall #1 seed is. The other team will then be the overall #2 seed. We will continue this process until all teams are seeded.
 - a. The #1 seed will be in Pool A, #2 seed goes to Pool B, etc..
 - b. There will be no more than 5 teams in any pool
 - c. All teams have a 2-game guarantee in pool play
 - d. Better seeded team will always be the home team. The name of the home team will be indicated on the front of the score card or you can also check with your site director.
2. All pool winners will advance to the single elimination bracket. In some situations, we will also bring forward additional teams. These will be listed as “unknown” on the initial draft of the bracket. When we bring additional teams forward, we first determine who the pool winners are. Once that is established we then take all remaining teams across all pools and re-seed those teams. Note that regular season statistics have no bearing on the re-seeding of teams as the data consideration will come from the results of pool play. At this point, you can no longer use head to head in pool play as a tie breaker since you are coming across multiple pools. We will make the determination of who the “unknowns” will be based off of record, total runs allowed, total runs scored then run differential in pool play only.
 - a. Tie breaker to determine pool winners will be record, head to head, runs allowed, runs scored. This is ONLY for determination of pool winners. The “unknown” spaces will be filled AFTER pool winners are identified and as outlined above.