



## **BOLINGBROOK YOUTH BASEBALL LEAGUE, INC.**

*As a member of the Bolingbrook Athletic Council, Bolingbrook Youth Baseball League and its members support and adhere to the Bolingbrook Park District's "Character Counts" program.*

### **CODE OF CONDUCT FOR BOARD OF DIRECTORS**

In its official capacity The Board of Directors is acting on behalf of the Organization, and since actions and/or statements of any or all of its members may be construed or interpreted as an official position or decision of the Board of Directors; the following Code of Conduct shall be strictly adhered to by its members:

- Failure to carry out business of the Organization within required time frames of Presidential directives
- Dereliction of duty or any abuse of office, or actions that are in diametric opposition to the purpose of the Organization
- Inappropriate use of social media
- Conflict of interest that interferes with the Organization's ability to conduct its business

Any members of the Board of Directors who fail to adhere to this Code of Conduct shall be subject to disciplinary action as outlined by the Organization's Bylaws. Serving on the Board of Directors constitutes acceptance of this Codes of Conduct.

### **CODE OF CONDUCT FOR MEMBERS, PLAYERS, AND SPECTATORS**

Players live clean and play hard. Players play for the love of the game; winning without boasting, losing without excuse, but never quitting on themselves or their teammates. Players respect officials and accept their decisions, and never forget that when people judge a player's action they judge not only the player, but also the team, the Organization, and the community the player represents.

Managers and Coaches inspire in the players a love for the game and a desire to win, teaching that it is better to lose fairly than to win unfairly. Managers and coaches teach players and spectators to respect officials by setting a good example. Managers and coaches build strong character, and they are the type of people they want the players to be.

Officials know the rules, are fair and firm in all decisions and call them as they see them. Officials treat players, managers and coaches courteously and deserve the same treatment for themselves. Officials know the game is for the players and let them have the spotlight.

Spectators appreciate a good play, no matter who makes it. Spectators know that their community gets the blame, or the praise, for their conduct, and understand their role is to encourage and demonstrate good sportsmanship at all times.

**FIELD and Park area RESPECT:** Please be aware of what your players are doing at all times when they are at the fields. Digging in the infield or outfield is a destruction of park district property and will have a ZERO tolerance. Our field guys spend countless volunteer hours on the preparation and upkeep for these fields. Anyone destroying them will be suspended for the rest of that particular game and for a second offense, the guilty party will possibly be suspended for the season.



## BOLINGBROOK YOUTH BASEBALL LEAGUE, INC.

### LOCAL RULES (11/15)

Bolingbrook Youth Baseball League (the League) will be governed, with few exceptions, by all organizational and playing rules set forth by PONY Baseball, Incorporated (PONY Baseball) of Washington, PA. These rules are detailed in the PONY BASEBALL BLUE BOOK, OFFICIAL BASEBALL RULES (The Sporting News), and PONY BASEBALL RULES AND REGULATIONS (Pinto, Mustang, Bronco, Pony, Colt, and Palomino versions).

The following is a list of amendments to the aforementioned rules. These amendments were prepared in an effort to better serve the local needs of the League. For the purpose of these amendments, unless specified otherwise, the term “coach” is interchangeable with “manager” and “business manager”.

#### ***1. League Boundaries***

League boundaries will extend from the existing village limits of incorporated Bolingbrook to the existing village limits of all neighboring incorporated communities and will include all unincorporated areas within these boundaries.

#### ***2. Legal Players***

In order to participate in the League, a player must be of legal playing age as outlined by PONY Baseball. "League Age" is as defined by the chart posted in the current season's PONY rulebook. For Mustang, Bronco, and Pony divisions: Spring Season League Age is defined by the player's age prior to August 31<sup>st</sup> of the current calendar year through August 31<sup>st</sup> of the following calendar year and Fall Season League Age is defined by the player's age prior to August 31<sup>st</sup> of the next calendar year through Aug 31<sup>st</sup> of the following calendar year. A player is assigned to a division by their league age for that calendar year as described below:

League ages are as follows:

Mustang	9 -10
Bronco	11 - 12
Pony	13 - 14

For Colt, Palomino, and Collegiate divisions both the Summer and Fall season League Age is defined by the player's age prior to August 31st of the current calendar year through August 31st of the following calendar year

Colt	Freshman - Sophomore
Palomino	Junior - Senior
Collegiate	19 - 29



#### 4. *Selection of Managers/Coaches/Business Managers*

The President of the League will appoint a Manager/Coach Selection Committee (Selection Committee) to establish requirements needed to be met by all BYBL prospective Managers and rostered assistant coaches.

For the purpose of these rules, an "approved" coach is one who has met the Selection Committee's established requirements but has not been assigned to a specific team. A "rostered" assistant coach is an approved coach who **HAS** been assigned to a team.

The Selection Committee will interview all individuals who have expressed an interest in coaching within the League, determine whether or not the established requirements have been met, and present a list of those individuals interviewed to manage and/or coach, along with recommended divisional assignments, to the Board for approval. All coaches are subject to a background check.

It is understood that a disclosure during background check screening that contains one or more of the following disqualifying criteria will preclude an individual from serving as an approved or rostered coach, manager or volunteer of the Bolingbrook Youth Baseball League:

- 1) Conviction of a felony;
- 2) Conviction of a crime involving a minor, regardless of the offense;
- 3) Conviction of a crime involving force or threat of force against a person;
- 4) Conviction of a crime in which sexual behavior is an element;
- 5) Conviction of a crime involving controlled substances (*not paraphernalia or alcohol, and subject to the discretion of the Board*);
- 6) Conviction of a crime involving cruelty to animals;
- 7) Any sex offender registrant;
- 8) Refusal to undergo background screening as mandated

The Board of Directors must approve **all** rostered coaches and Managers.

The Board will notify all individuals interviewed, or who have applied for a position, regarding their coaching status. An individual not approved to coach will be allowed to appear before a joint executive session of the Selection Committee and/or the Board, at its discretion, to appeal the decision.

#### 4. *Managers and Coaches - General*

Managers will be responsible for passing along all information coming from all League and Manager's meetings including league schedules, umpire schedules, concession schedules and any other league information to their coaches and player's parents/guardians. Failure to comply with this requirement is subject to disciplinary action by the Board. If a Manager is unable to attend a meeting, they are responsible for insuring that a representative from their team is present and they are informed of all actions and information coming from the meeting.

Managers will be responsible for submitting a practice schedule to their commissioner no later than one week after the draft. This practice schedule is for practices prior to the start of the season.



Managers will be responsible for submitting any “team rules” to the League Commissioner of their division for approval. These rules must be submitted before Opening Day. The League will not support teams rules not submitted or approved. Approved team rules must be given to each player on the team. Managers will be responsible for all equipment and uniforms issued to their team. Failure to return or account for the equipment and uniforms at the end of the season will be sufficient reason for the Board to refuse the Manager to participate in the League in any capacity in subsequent seasons and may be subject to financial responsibility for that equipment.

Managers will be responsible for monitoring and controlling their team member’s use of Park District property. This will include such destructive acts as hitting or throwing baseballs, rocks, or other objects into fencing, backstops, buildings, etc. Managers who fail to comply are subject to action by the Board.

Smoking is prohibited in or near the fields, facilities or dugouts at any BYBL game or practice. **A "Zero Tolerance" rule will be STRICTLY enforced. Officials should not allow any behavior contrary to the defined Code of Conduct above.**

Managers will be responsible for keeping their team member’s medical release forms throughout the season and making them readily available for the plate umpire to inspect at least fifteen (15) minutes prior to the start of each game. Only those players (including call-ups) whose medical release forms are available for inspection AT THE START OF THE GAME will be allowed to participate in any given game. If a Manager is unable to produce enough medical release forms prior to a game, their team will forfeit that game.

Managers will be responsible for their own conduct, as well as the conduct of their coaches, players, player’s parents/guardians, and team’s fans. Failure to control the conduct of the afore-mentioned individuals will be sufficient reason for the Board to refuse the Manager to participate further in the League, or any other disciplinary action at its discretion.

Managers will be required to schedule a minimum of two (2) practices per “non-game” week beginning four (4) weeks before Opening Day and one (1) practice during weeks with one or two scheduled games after Opening Day. Managers may be asked to submit their practice schedule to the Board at any point before or during the season. Failure to comply with this requirement will be sufficient reason for the Board to take any disciplinary action.

All Managers and rostered coaches must appear at a minimum of 50% of team games in an “on-the-field” coaching capacity. For the purpose of this rule, the dugout is considered “on-the-field”. If a Manager or Coach is going to miss two (2) CONSECUTIVE games, they are then by rule **required** to notify their Commissioner. The first offense of failure to notify the Commissioner will result in the offending Manager or rostered coach being suspended for one (1) game. The second offense will result in the dismissal of the offending Manager or rostered coach or any other disciplinary action at the Board's discretion.

All rostered and/or approved coaches, coaching “on-the-field”, are strongly recommended to be dressed in the uniform matching the uniform of their team.

### **ALL DIVISIONS**

Each game must have coach coverage (Manager or Rostered Assistant).



Only rostered and/or approved coaches will be allowed to coach the base paths. If a rostered and/or approved coach is not available, an eligible player from that team wearing a protective helmet will be allowed to coach at first base.

## 5. Umpire Requirements

BYBL does not provide our own umpires. BYBL outsources an Umpire service.

All umpires will be required to abide by all guidelines established by the League. ***Failure to abide by these guidelines will result in the offending umpire being suspended or expelled from any further participation within the League.*** The game's head umpire may ask for, inspect, and verify each team's medical release forms at least fifteen (15) minutes prior to the start of each game. All coaches are required to adhere to all normally accepted rules governing their relationship with umpires, with the following being emphasized.

1. Coaches are not allowed to protest called balls and strikes or ANY OTHER JUDGMENT CALLS, and are subject to immediate disciplinary action at the discretion of the umpire(s).
2. Unless notified in advance of a rainout, the board member on duty will determine if the field is playable. After the game has started however, the game's head umpire will have COMPLETE AND TOTAL control of field and lighting conditions, under the supervision of the Board Member on duty, except for as provided in section XXVI. of the rules.

## 6. Selection of Players – Mustang

- Head coach kids will be protected.
- You will have 2 assistant coaches in which you would then keep that assistant coach's child(ren).
- ALL PLAYERS will need to be evaluated. This includes coaches children. No player will be added to a team without being evaluated to some degree.
- If a coach's kid(s) is not at the evaluations the coach's kid will automatically be placed in \*tier #1 (see below tier explanation)
- Any player not showing up to evaluations will not be placed / drafted on a team until evaluated.
- Along with YOUR individual evaluations several BYBL board members will also be evaluating.
  - BYBL board members evaluations will determine a "ranking" order (1-5 scale 5 being the best)
  - This order/ranking of players will be placed in TIERS.
  - Each Tier will have a certain amount of players to be drafted.
  - For example there are 6 teams and 12 players in Tier #1 (Ranked as a 5/5). This will give the coaches the ability to draft any of the 12 players within this tier before moving onto the next tier.
  - The intent of these tiers is to attempt to make the league balanced.





- If there is a BYBL Board Member coaching in Mustang, Bronco, or Pony said Board Member will not be a Board Evaluator and will have nothing to do with the rankings or tiers for that Division in which they are coaching.

## 7. *Trading of Players*

### MUSTANG

ALL trades need commissioner approval.

## 8. *Assigning Players to In-House Teams*

Players who are not initially selected or assigned to teams because of late registration, illness, changing residences, etc. will be required to contact the Player Agent for team assignment. The player will have to go through some form of an evaluation at some point before being selected to a team.

The Player Agent will either assign the player to a team or refuse the player from participating during the current year. Managers who are assigned players by the Player Agent are required to abide by the decision. Failure to comply with the decision will be sufficient reason for the Board to suspend or expel the Manager from any further participation within the League.

## 9. *Equipment*

### Uniforms

Pitchers will not be allowed to wear any white or gray garment under their team jersey that extends below the team jersey sleeve. Jackets and other outer garments will not be allowed to be worn by any player on the field except base runners and players coaching base path.

Metals spikes **WILL NOT BE WORN** in the Mustang division. BYBL requires that all players wear athletic supporter with cup.

### Bats

Wooden, metal, graphite or ceramic bats manufactured for baseball play, which are round and **not more than 2-3/4" in diameter** at the thickest part, not more than 42 inches in length, are acceptable. No bat shall be used if dented, cracked, modified or misshaped.

- (1) Bats manufactured specifically for use in tee ball play are illegal.
- (2) 2-1/4" BARREL bats are legal in the Mustang, Bronco and Pony division. They must have a USA Baseball stamp or a USSSA 1.15 BPF stamp on the bat.
- (3) 2-5/8" BARREL bats are legal in the Mustang, Bronco and Pony division. If it's a 2-5/8", it must have a USA Baseball stamp or a USSSA 1.15 BPF stamp on the bat.



(4) 2 3/4" barrel bats are NOW LEGAL in Mustang, Bronco and Pony divisions of BYBL Baseball. They still must have a USA Baseball Stamp or a USSSA 1.15 BPF Stamp on the bat.

### Helmets

All divisions, the players provide their own helmets. Helmets must have two ear flaps. Use of properly fastened facemasks or C-flaps are allowed. Altering protective headgear is prohibited.

The batter, players in the on-deck batting area, baserunner and players coaching in the baseline coaching boxes shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.

## 10. *Safety Rules*

If a batter unintentionally throws his bat, the umpire shall warn him. Should the same batter unintentionally throw his bat a second and/or subsequent times during a game, he shall be declared out. No runners shall be allowed to advance -**DEAD BALL**.

No slashing – Bunting IS NOT allowed in Mustang. If a player bunts and puts the ball in play batter will automatically called out. If a player slashes (shows a bunt then pulls bat back and swings) said player will be immediately ejected from the game. **NO WARNING**. Any player that shows a bunt should be given a warning that Bunting is not allowed

## 11. *Participation Rules – Mustang*

### 1. MINIMUM PLAY RULE

All players within this division that arrive in uniform by the official scheduled start time are required to play in accordance with the minimum play guidelines. The minimum play guidelines are – every player must sit one (1) inning before any player sits a second (2<sup>nd</sup>) inning except when a player arrives late or leaves early before the end of the game. Any late player will be added to the end of the batting order immediately and play half the remaining innings. If the number of the remaining innings is odd, then the late player must play half of the remaining innings minus one (i.e. five (5) remaining innings; player must play a minimum of two (2) innings).

**MUSTANG ONLY:** *In addition, all players must play a minimum of 1 INNING of infield by the end of the 3<sup>RD</sup> inning except when a player arrives late or leaves early before the end of the game.*

Managers failing to comply with the must-play rule will be subject to the following actions:

1. Immediately sit the player(s) who did not meet the minimum sit rule;
2. Following the first offense, the offending Manager will be given a warning by the Board.
3. Following the second offense, the offending Manager will be suspended from participating in their team's next game, and will be required to appear before the Board.
4. Should the problem continue, the Board will have the right to suspend or expel any offending Manager or Coach from any further participation in the League.



NOTE: Steps should be taken to resolve the violation immediately when it becomes known during a game.

#### 1a. DISCIPLINARY RULES

A player who misses 1/3 of his/her scheduled games or practices or who is a proven disciplinary problem, may have his/her playing time limited to one inning on defense and one time at bat until his/her attendance and/or conduct improves. Approval of the Board President is necessary for every game that this rule is to be enforced. In addition, Managers and Commissioners/League President will jointly inform his/her parents, opposing manager, and umpires of this disciplinary action prior to the game.

#### 2. REQUIRED NUMBER OF PLAYERS

##### MUSTANG

In the event a team is unable to start a game with nine (9) eligible players, due to injury or unforeseen circumstances, the game will start and continue with eight (8) players. If the number of eligible players goes to seven, the team will forfeit. If a ninth (9<sup>th</sup>) player arrives to the game later, he/she will be eligible to play immediately. Eligible player will be entered last in the batting order. PONY Baseball Rules, section 18 B states that a team has 15 minutes from the scheduled starting time to field a team. The interpretation of this is that a game must start on time or as soon as eight (8) eligible players arrive at the playing fields. If eight (8) eligible players are not available within 15 minutes of the scheduled starting time, the game will be declared a forfeit.

### ***12. Playing Rules – Mustang***

#### 1. LEADOFFS / STEALING

##### MUSTANG:

Runners will be allowed to leadoff a maximum of 4 feet from all bases and may attempt to steal second and third base once the ball crosses home plate. The base runner is allowed only the base they are attempting to steal with no further advancement. Base runners **CANNOT** attempt to steal or lead off more than 4 feet prior to the ball crossing home plate. During the first half of the season (Opening Day thru May 31<sup>st</sup>), each team will be given one warning per game for an infraction of this rule. Once a team has been warned all further infractions will result in the base runner being called out.

No stealing home for the entire season.

**There will be no throwing behind a runner. Example: The runner at first has taken his secondary lead and is off the base 10'. The catcher cannot throw behind that runner to the first baseman to try and get him out.**

#### 2. SLIDE RULE





No base runner may intentionally run into a fielder just to knock the ball out of his possession. If, in the judgment of the umpire this occurs, the base runner will immediately be called out. If it is a flagrant violation, the player at fault will be ejected from the game. The offensive player must slide or avoid contact at all times.

There is no intentional head first sliding allowed in this division. Any base runner that intentionally slides head first as determined by the umpire will be called out. There are **NO EXCEPTIONS** to this rule.

### 3. DROP THIRD STRIKE RULE

The batter will be out on a dropped third strike.

### 4. INFIELD FLY RULE

MUSTANG:

**NO Infield fly in the Mustang Division.**

### 5. MAXIMUM RUNS SCORED PER INNING

MUSTANG:

No team may score more than five (5) runs in an inning during the first three (3) innings of the game. If there are less than three outs when a team scores five (5) runs, the teams shall change sides. (This rule does not apply in the fourth, fifth or sixth innings or extra innings.)

### 6. SLAUGHTER RULE

MUSTANG:

If a team is leading its opponent by at least ten (10) runs after four (4) or more innings have been played (the losing team has batted at least 4 times), or after four and one half (4 ½) innings if the home team has a ten (10) run lead, or before the completion of its fourth inning, the game shall be terminated and the team in front shall be declared the winner.

### 7. PITCHING RULES

MUSTANG:

Pitchers shall not be allowed to pitch in more than two (2) innings per game. Pitchers shall not be allowed to pitch in more than three (3) innings in one calendar day (in case of double header). Pitchers shall not be allowed to pitch in more than eight (8) innings in any one-calendar week (Monday-Sunday). Pitchers, after pitching in three (3) innings in the same calendar day (double header), shall have 1 CALENDAR DAY of rest from the actual starting time of the game before pitching again.

\*\*\*If a Pitcher pitches for 2 innings in one game, said pitcher shall have 1 CALENDAR DAY'S rest until he/she pitches again. Example: Billy pitches 2 innings on Friday Night. Billy can't pitch on Saturday at all. If Billy pitches 1 inning on Friday night, he is allowed to pitch 2 innings on Saturday.

\*\*\*If there is a double header on Saturday a pitcher can pitch 1 inning in the 1<sup>st</sup> game and then 2 innings in the following game, but not the other way around. Coaches need to be mindful of the pitch counts per child.



For the purpose of this rule for total innings pitched, 1 pitch thrown will be considered one (1) inning.

#### **MUSTANG:**

**A first year Mustang player or 9 year old or under must pitch one (1) inning by completion of the 3rd inning.** This requirement can be met by a pitcher in one of two (2) ways: three (3) outs= one (1) inning, or five (5) runs in one (1) inning = one (1) inning.

No pitcher may attempt to “pick off” the base runners.

Any pitcher that hits three batters in the same game shall be removed from pitcher. No base will be awarded for a balk.

Managers are allowed one visit to the mound each half inning per pitcher. On the second trip while the same pitcher is pitching; a pitching change must be made.

Maximum 5 warmup pitches between innings. This is to speed the game up.

5 warm up pitches in relief

No intentional walks will be allowed in Mustang.

#### **8. EXTRA BASES (ADVANCING ON OVERTHROWS)**

**Mustang: Any runner will be allowed to take only one base on an overthrow.**

9. No game shall begin after 9 pm (actual start time of game).

#### **10. PLACEMENT OF OUTFIELDERS:**

All outfielders must start every pitch by playing a minimum of 10 feet from the infield dirt.

15. Complete game in Mustang will be 3 innings or 3.5 innings if the home team is winning. (3 @ bats for losing team)

#### **16. MUSTANG ONLY: No Bunting will be allowed.**

17. NO FAKE TAGS:

No defensive player shall act as if a play is being made at any base by putting a fake tag down without the ball and deceiving a runner.



### ***13. Players Substituting in Other Divisions – Mustang***

A player (substitute) will be allowed to participate in a division other than their own only with consent from the Player Agent or Commissioner, the player's regular coach and the player's parent/guardian and under the following conditions:

1. Players(s) can be substituted to play out of their own division **ONLY** to avoid a forfeit or possible forfeit.
2. The playing time of a player who has been substituted to a team **CANNOT EXCEED** the playing time of any player already on that team.
3. All substitute players must be placed at the end of the batting order.
4. A substitute player must fill the outfield position(s) first and never play pitcher/catcher.

### ***14. Unnecessary Roughness/Unsportsmanlike Conduct***

When a runner is approaching ANY BASE, and the fielder is IN POSSESSION OF THE BALL, the runner must make every attempt to avoid the tag without colliding with the fielder, yet remain in the base path. (I.e. slide, go around the fielder).

If, in the judgment of the umpire, the runner purposely attempted to collide with the fielder, the runner will be called out and **EJECTED** from the game.

If, in the judgment of the umpire, the fielder purposely attempted to hurt the runner with an unnecessarily hard tag or similar action, the fielder will be **EJECTED** from the game.

If, in the judgment of the umpire, a player, coach or fan conducts themselves in an unsportsmanlike manner, including, but not limited to, abusive language, actions, gestures, throwing equipment, etc. The offending player, coach, or fan will be **EJECTED** from the game.

The head umpire will report all ejections on the official Game Report. If a player is ejected from more than one game FOR ANY REASON, the player, along with his/her parent or guardian, will be requested to appear before the Board.

If a coach is ejected from more than one game FOR ANY REASON, the coach will be required to appear before the Board.

The Board will have the right to suspend or expel any player or coach from any further league participation.

### ***16. Protests – Mustang Only***

Should a disagreement occur, both managers and both umpires should calmly discuss the problem for a maximum of five (5) minutes. Discussions should be held behind the pitcher's mound and should not involve the players or assistant coaches.



After this discussion the umpires will make a final decision. **No protest will be allowed.**

If a manager or coach decides to pull their team off the field without finishing the game, that team will forfeit the game and the coach will be subject to disciplinary action at the discretion of the Board.

### ***17. Suspended/Postponed/Length of Games – Mustang***

For the purpose of this rule, suspended or postponed games that are upheld by the Mustang Commissioner will be called “suspended” games.

Unless approved by the Board of Directors, no regular season game will be re-scheduled because of a coach’s personal business.

Opposing team Managers whose game is suspended for any reason must contact the Mustang Commissioner within 24 hours after the game is suspended for the purpose of re-scheduling.

The Mustang Commissioner will be responsible for re-scheduling all suspended games. The Mustang Commissioner will have absolute Board approval when re-scheduling games.

When possible, suspended games will be completed prior to the start of the next scheduled game between the opposing teams.

Suspended games will be re-scheduled on the next available date, including Sundays after 12:00PM. When possible, re-scheduling of games will be determined by the original schedule, with the first suspended game being re-scheduled first, etc.

In case of continuous rain, the Mustang Commissioner will be responsible for re-scheduling all games in order to finish the season. Unless specifically approved by the Vice President, no team within these divisions will play more than three (3) games per week.

Any game called for darkness will be considered a complete game if the minimum number of innings played has been met.

### **MUSTANG TIME LIMITS:**

No new inning shall begin 1 hour 45 minutes after actual start time of the game. All games will conclude at 2 hours and 15 minutes revert back to the last completed inning if necessary. In an effort to minimize the impact of this rule we will use speed up rules consisting of courtesy runners for pitchers with two outs. A courtesy runner should be used for the player who will be the catcher the following inning regardless of how many outs. The courtesy runner will be the last player to make an out.

#### **Exception:**

- All playoff game (and drop dead) time limits are extended by 15 minutes.
- For all semi-final and final games, there is NO TIME LIMIT, a full game is played



## **COMPLETED GAME:**

MUSTANG divisions will play a 6 inning game. A complete game is 3 complete innings or 3.5 innings if the home team is winning. (3 @ bats for losing team)

### **18. Selection of Tournament Team Managers**

*Tournament teams will be made up of players selected from in-house divisions only.*

The President of the League will appoint a Tournament Team Manager Selection Committee (Selection Committee) to establish requirements needed to be met by all prospective Tournament Team Managers.

The Selection Committee will review all individuals who have expressed an interest in coaching a Tournament Team, determine whether or not the established requirements have been met, and present a list of those individuals reviewed to manage a Tournament Team, along with recommendations to the Board for approval. The Board of Directors must approve all Tournament Team Managers and Coaches.

Tournament Team Managers will be allowed to select their own coaching staff. The League strongly urges that the Managers select their coaches from the pool of coaches within the team's respective division. Any coach selected from outside the appropriate division however, must be an approved coach within the League and the Board must approve the selection.

The Manager of any tournament team, when there is a tournament team, will automatically manage that team in any tournament in which it is entered. Tournament team Managers are required to be in attendance at all tournament games except in cases of illness or emergency. The Board must be notified of any planned absence. The Board will have the authority to appoint substitute tournament team Managers.

### **20. Selection of Tournament Team Players**

The Board will notify all Managers within these divisions concerning the number of tournament teams the League plans to field per division. The Managers will in turn notify their coaches of these plans.

The Board will supervise the selection of each tournament team. Once the tournament team is selected the tournament team Manager will be responsible for notifying all players selected to the team.

**Full time travel players are not eligible to play on any tournament teams during the entire calendar year in which they played as a full time travel player.**

### **21. Selection of In-House All-Star Game Players**

Each in-house team manager will submit the requested number of non-tournament team players for each age for participation in the annual All Star game. A player playing up a level during the regular season must play up if nominated for the All-Star game as well. For example a ten year old playing Bronco is not eligible to play with the ten year old age group. This player must play with the eleven year olds.





## **22. *Other Committee Rules***

Various standing committees within the League, including, but not limited to the Rules, By-Laws, Lock-In, All Star Weekend, Skills Clinic, Decisions/Nominations, Manager/Coach Selection and Fields and Facilities Committees have prepared their own specific rules and guidelines. These rules and guidelines have been filed with the Board.

## **23. *Amendments***

All amendments to these local rules must be prepared and presented by the Rules Committee and approved by the Board of Directors. These rules or any section thereof may be amended by a majority vote of quorum of the Board of Directors present at any meeting during the course of the year. Notice of such meeting or intent to amend said rules need not be made public to the general membership of the League.

## **24. *Final Authority***

The Board will have absolute and final authority for the application, determining the intent, and rhetorical interpretation of all local rules, by-laws, and amendments, as well as resolving all disputes, questions, and ambiguities resulting from said local rules, by-laws, and amendments.

## **25: *Inclement and Extreme Weather Procedures***

The Board has established the following additional policy and/or procedures to be followed in the event of inclement or extreme weather situations. Notwithstanding GDPBA and PONY

Rules, these rules govern play within any field or facility under the supervision and control of the Bolingbrook Youth Baseball League.

The Umpire(s) and Board member(s) on duty will monitor all weather and make the decision, if necessary, to notify the Managers and rostered assistant coaches of inclement or extreme weather situations that require suspension and/or postponement of games in progress. If necessary, games scheduled but not yet played will be decided by the Board member(s) on duty.

### *Cold Weather:*

All games will be suspended, postponed, or cancelled when either the actual air temperature is below 40 degrees (39 degrees or lower), or the wind chill factor as determined at game time is below 36 degrees (35 degrees or lower).

### *Hot Weather:*

All games will be suspended, postponed, or cancelled when either the actual air temperature is above 95 degrees (96 degrees or warmer) or the heat index at game time is over 104 degrees (105 degrees or higher).



In either cold or hot weather suspensions, careful consideration needs to be made to determine the extent of the postponement or cancellation for games scheduled but not yet played, as weather conditions may change.

In addition, weather conditions may change to inclement or extreme cold or hot conditions during the course of the game, so proper monitoring is necessary to ensure safety of the participants, officials and spectators.

Lightning:

All fields are to be evacuated at the FIRST sight of ANY lightning, and games delayed for a period of 30 minutes. When one field is evacuated, all fields need to comply as well. This 30 minute clock is restarted after each lightning strike. The game will be postponed, reschedule, or cancelled outright if the delay continues after 1 HOUR when other games are scheduled after, and not more than 1 HOUR 30 MINUTES when no games are scheduled after.

## ***26. FIELD DIMENSIONS – Mustang fields # 3 & 4***

Pitching distance – 46 feet

Bases – 60 feet

## ***26. Rainouts***

Please check BYBL.ORG for field conditions. The website will be updated no later than 3:00 P.M. on weekdays and 8:00 A.M. on weekends. Start times may be delayed to get fields playable. In that case the start time will be posted on our website. Coaches, players or parents should not “walk the field” to check the field conditions. Leaving footprints in wet fields is unacceptable. Playing on wet fields is not permitted and is considered a destructive act to park district property.



## 27. *Field responsibilities*

### Setting up

Home teams are responsible for setting up the field. This includes chalking the lines/boxes, installing bases and pulling mound tarps. Mound tarps should not be pulled off the mound until 10 minutes before the official game time. Tarps should be folded neatly and placed out of play along the fence line. Do not drag tarps through the baselines because it will drag infield dirt into the grass edge and form lips that are dangerous for players and traps water on the field. If any game is stopped due to rain the first priority is to tarp the mound to protect it from water.

### Closing

Visiting teams (assuming it's a Bolingbrook team) are responsible for closing the field if there are no games following yours. This includes putting the bases away, replacing the foam base plugs, (must be below the dirt level with infield dirt packed on top leaving just the whisker visible) tarping the mound, returning the score board remote if applicable and locking the field box. Please check for any equipment left out and report any issues to ensure tomorrow's game won't be affected.

All teams should clean up after themselves and keep fields/dugouts clean.

In order to maintain a safe and consistent playing surface for games, pre-game infield practice is not allowed. Teams may practice in the outfield, common areas or batting cages.

Practices at Indian Boundary fields are not allowed unless they are scheduled by BYBL. This does not include common areas or the batting cages.

Wipfler park 549 Rockhurst rd. will be our designated practice fields. Each team will get scheduled field time. You may opt out if you have your own preferred practice field or do a combination of Wipfler park and a park of your choice. Wipfler park also has 2 batting cages

