

# SOUTHWEST ILLINOIS BASEBALL

## SPRING LEAGUE

### 10U through 14U

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. We will be following the USSSA batting rule 7.02. Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.
  - a. If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
    - i. Under this scenario, the courtesy runner for the pitcher or catcher must be one of the listed substitute players.
    - ii. All subs must be listed at the bottom of the lineup with their last name and uniform number
    - iii. Duplicate uniform numbers are not allowed.
  - b. If a team uses a continuous line-up, all player other than the 9 defensive position players are Extra Hitters and may move around freely in defensive positions with the exception of the pitching position. Any player arriving after the game has begun shall be added to the bottom of the batting line-up. When using a continuous lineup and a player has to leave the game for any reason other than injury that position in the line-up becomes an out when that at bat comes around.
    - i. Under this scenario, the courtesy runner for the pitcher or catcher must be the last batted out.
    - ii. All players must be listed on the submitted lineup card with player last name and uniform number
    - iii. Duplicate uniform numbers are not allowed
      1. If a team plays a player with a duplicate number, the first time said player gets on base the opponent may bring this to the attention of the umpire and said player will be declared out. This must occur the first time said player reaches base as if that does not happen then no out at any time may be asked for
  - c. Once a pitcher is removed from the game he can no longer pitch in the same game.

2. Pitching and base distances will be as follows:
  - a. 10U: 46' pitching and 65' bases
  - b. 11U and 12U: 50' pitching and 70' bases
  - c. 13U: 54' pitching and 80' bases
  - d. 14U: 60'6" pitching and 90" bases.
3. All league games for 10U-12U 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); a 10 run lead and 4 innings have been completed or an 8 run lead after 5 innings.
  - a. If the home team is winning and the mercy rule is in play then the bottom half of the inning does not need to be played.
  - b. A game will be considered "complete" after 3 innings or 2 ½ if the home team is winning. Any game that ends prior to the completion of 3 innings will be resumed from where the game was halted.
4. All league games for 13U through 14U will be 7 innings in length. The "mercy rule" will come in to play once the run differential reaches 15 runs and 3 innings of play (2 ½ if the home team is ahead) have been completed, 10 runs and 4 innings of play or 8 runs and 5 innings of play have been completed.
  - a. A game will be considered "complete" after 5 innings or 4 ½ innings if the home team is winning.. Any game that ends prior to the completion of 5 innings (4 ½ if the home team is winning) will be resumed from where the inning was halted.
5. Game time limit is 1 hour and fifty minutes (1:50). This means that no new inning shall start after 1:50 has expired on the clock.
  - 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. No game shall start more than 10 minutes early, unless both coaches and the umpires agree.
6. Pitching Rule
  - a. Pitch Count Rule, would be whichever of the following occurs first
    - i. 9U-10U – 60 pitches in a day
    - ii. 11U-12U – 70 pitches in a day
    - iii. 13U-14U – 80 pitches in a day
    - iv. Warm up pitches DO NOT count in any of the above pitch count numbers
  - b. Teams should synch up on pitch count at a minimum of every 2 innings
  - c. In the event of a discrepancy, then you will split the difference
  - d. 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
  - e. If a pitcher reaches his limit in the middle of an at bat, he can finish the at bat.
  - f. 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.

- g. 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.
  - h. 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.
7. Steel spikes will be allowed in age groups 13U and 14U only
- a. In situations where a portable mound is being used the pitchers will need to be prepared to wear either rubber cleats or tennis shoes. Steel spikes are not allowed on any portable mound.
  - b. Intentionally delaying the game to allow a pitcher to change shoes will not be tolerated. This is a judgement call on the part of the official, and if he deems a team is intentionally delaying the game, the batter shall be automatically awarded first base.
  - c. If the hosting team has a portable mound and they allow the pitchers to wear steel spikes then that is acceptable.
  - d. Under no circumstances shall a player be allowed to sharpen his steel spikes. In the event a player does sharpen his spikes action will be taken by the league commissioners that could include suspension from the league.
8. Runners are allowed to lead off and steal.
9. The dropped third strike rule is in play.
10. For each league game 12U-14U, two umpires are required and both MUST be patched by a sanctioning body (IHSA, MHSA, USSSA, etc.)
- a. If a team only has one patched umpire, then the opposing team will be awarded a forfeit win of 7-0
    - i. Opposing team must declare the forfeit win PRIOR to the start of the game and both coaches need to sign each others scorebook indicating that 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.
  - b. If the hosting team is using the SWIBL sponsored umpire scheduler, then this rule is null and void as the scheduler only uses patched umpires and always schedules two umpires per field.
    - i. Due to the umpire shortage there will be times where even the SWIBL sponsored umpire scheduler cannot get 2 umpires for a game. When this occurs, 1 umpire will be acceptable and the umpire has the choice of calling the game behind the plate or behind the mound.

- c. Umpire payment will be made at the plate meeting PRIOR to the start of the game.
  - d. Umpire fees for all 10U games is \$65 per game as only 1 umpire is required
  - e. Umpire fees for all 11U and 12U SWIBL league games shall be \$55 per umpire per game (\$110 total per game) as we ask for 2 umpires per game.
    - i. In the event there is only 1 umpire then his fee shall be \$80 per game.
    - ii. It is permissible for both teams and the umpire to agree and have a parent umpire the bases, however the game fee does not change
  - f. Umpire fees for all 12U-14U games shall be \$65/umpire/game for a total of \$130
    - i. If there is only 1 umpire on the game then payment shall be \$80 for the 1 ump.
    - ii. It is permissible for both teams and the umpire to agree and have a parent umpire the bases, however the single umpire game fee does not change.
  - g. If a game gets cancelled and umpires are NOT notified and show up to the field then expectation is that the umpires will receive a full game payment.
11. 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. If a fan, player or coach get ejected for any reason, they are automatically suspended for a minimum of 1 SWIBL game. League commissioners will determine exact number of games a suspension will be at their own free will. It is the responsibility of the team manager to enforce this. This means that the person who got ejected may attend the game but may not be in the dugout or participate in any team pre-game or post-game preparations
    - i. If a parent is ejected from a game, then said parent will also be suspended for a minimum of 1 league game. The exact length of the suspension will be on a case by case basis and is sole discretion of the league commissioners. This also means that the parent may not attend any games until the suspension has been fulfilled. It is the responsibility of the Head Coach and/or Team Manager to enforce this.
  - b. Any fan, player or coach who has more than 1 ejection in the same season punishment will be determined by league commissioners
  - c. League Commissioners reserve the right to remove any coach for any reason.
12. 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.
13. 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.
  - 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
14. 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 for resolution.
15. Game Cancellation
- a. If a game is cancelled for any reason other than weather or a school activity, and said game cannot get made up, then the team who cancelled will have to forfeit. If this does happen, then the winning team will post a score of 7-0
  - 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.
  - c. 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
  - d. Teams who do not cooperate in getting their games re-scheduled may not be allowed to return to the league the following season. This will be at the discretion of the league commissioners.
16. The format of the league tournament will be determined at a later date and is dependent upon the total number of teams in each age group playing in the tournament. In addition, there will be tournament-specific rules.

## 17. Rosters

- a. Age considerations as follows
  - i. **10U Division**
    - 1. Players who turn 11 prior to May 1 of the current season are not eligible unless they are in the 4<sup>th</sup> grade. Also, any player turning 12 prior to August 1 will not be eligible. Players who are 10u are eligible for this division regardless of their grade.
  - ii. **11U Division**
    - 1. Players who turn 12 prior to May 1 of the current season are not eligible unless they are in the 5<sup>th</sup> grade. Also, any player turning 13 prior to August 1 will not be eligible. Players who are 11u are eligible for this division regardless of their grade.
  - iii. **12U Division**
    - 1. Players who turn 13 prior to May 1 of the current season are not eligible unless they are in the 6<sup>th</sup> grade. Also, any player turning 14 prior to August 1 will not be eligible. Players who are 12u are eligible for this division regardless of their grade.
  - iv. **13U Division**
    - 1. Players who turn 14 prior to May 1 of the current season are not eligible unless they are in the 7<sup>th</sup> grade. Also, any player turning 15 prior to August 1 will not be eligible. Players who are 13u are eligible for this division regardless of their grade.
  - v. **14U Division**
    - 1. Players who turn 15 prior to May 1 of the current season are not eligible unless they are in the 8<sup>th</sup> grade. Also, any player turning 16 prior to August 1 will not be eligible. Players who are 14u eligible are eligible for this division regardless of grade
- b. The parent signed roster sheet as well as your online roster must be received by April 1.
- c. Kids can only play for a maximum of 2 teams in SWIBL and only 1 team in any age group, regardless of division.
  - i. A player who is on a Red Division team may not play down on a White Division team
  - ii. For example, if a 12U player is playing up on a 13U Red team, he can only play down on another 12U Red division team. Keep in mind the rule of playing on only 1 team per age group and maximum of 2 rosters is still in effect.

- d. A player who is on a Red Division team may play up on a lower division team
    - i. For example, if a 12U player is on a 12U Red team, he can play up on any 13U team.
  - e. 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
  - f. Starting on June 1, all rosters are completely frozen and no changes will be allowed. This rule will be strictly adhered to and additions after this date will not be allowed.
  - g. 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
  - h. 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
  - j. 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
    - 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
  - o. Any player who is on the roster for a team in the SWIBL Elite League may not be on any other SWIBL rosters, regardless of age.
  - p. Roster challenges will require a \$75 fee paid to the league before the challenge will be heard
18. 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.

19. 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..
20. 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.
  - a. If a player leaves the game due to injury he will not be allowed to re-enter the same game. When his turn in the lineup comes up, he will simply be skipped over.
21. It is not imperative that baseball coaches wear team baseball cap or be dressed in team attire during the game.
22. A courtesy runner for the pitcher and catcher is allowed at any time.
  - a. If your team is batting their entire roster, 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.
  - b. For teams who are batting 9, using an EH or DH then the courtesy runner rule will follow USSSA rule 7.04.B.
23. There will be one balk warning per pitcher in age groups 10U and 11U. For age groups 12U and up there will be no balk warning.
24. The hosting team will be required to supply 2 new baseballs and at least one slightly used baseball for each game. The game ball must be Rawlings SI-1 or Rawlings ROLB, which are the league mandated baseball.
25. 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.
26. If a scheduled game gets cancelled for any reason other than weather related or a school event then that game will result in a 7-0 forfeit.
27. 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.
28. Bats must be approved by any 1 of the following organizations
  - a. USSSA
  - b. USA
  - c. IESA (Illinois Elementary School Association)
  - d. SILJHSA (Southern Illinois Junior High School Association)
    1. 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.
    2. The out is only specific to the time the illegal bat was discovered
    3. For a second violation in the same game the head coach will be ejected



4. It is possible for a bat to be not allowed by one entity (such as IESA and SILJHSA don't allow bats stamped by USSSA) yet be legal under another entity (we allow bats stamped USSSA)
29. Base and pitching distances will be established by the USSSA rule book. All 14U teams will be playing at regulation distance of 60'/90'
30. Pitching mounds are required for all league games.
31. At no time shall video be used to debate or review a play with any umpire. If a coach brings video out to the field during a game the coach will be ejected from the game.

## **SWIBL CHAMPIONSHIPS**

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.