

**American League Baseball - 2009 Rules**  
**Eastern Suburban Youth Baseball League**  
<http://www.esybl.org/>  
*Cambridge, Columbus, Deerfield, Marshall & Waterloo*

Please Call Rain Numbers After 4:00 pm:

Cambridge	608-423-8108
Columbus	608-235-4886
Deerfield	608-279-6506
Marshall	608-655-4146
Waterloo	608-358-7596

**1. Carry-Ins** No carry-ins. Concession stands will be open during games to raise funds for local baseball programs.

**2. Rules** "OFFICIAL LITTLE LEAGUE® RULES" will be in effect to complement ESYBL rules stated here.

**3. Stopped, Delayed, and Rescheduled Games**

A. If lightning is present or thunder is heard during a game, the game will be stopped immediately. The game may resume within 20 minutes after a thunderstorm has passed or when it is reasonably safe to resume play.

B. All games must be played as scheduled, unless postponed due to bad weather. There will be no rescheduled games for any other reason than weather.

I. Postponed games prior to the July 4<sup>th</sup> break must be scheduled and played prior to July 5. For games scheduled after July 7, postponed games must be made up before the End of Season Tournament.

II. Home Team coaches are responsible for scheduling make-up or postponed games.

C. A game is considered complete after 3 full innings. If a game is stopped before it is complete, the makeup game is restarted with the same batter when stopped. The rescheduled game is played through 6 complete innings.

D. If a team is unable to field 9 players for a regularly scheduled game, it will be declared a forfeit and a 2-0 win for the opponent.

E. Any game not made up by the End of Season Tournament will be declared a 2-2 tie.

**4. Game Time Limit, Procedures, Appeals, Amendments**

A. No "10 Run Rule" is in effect for the American League. Games are played to completion no matter the score.

B. Game time limit is 90 minutes. Prior to starting the game the home plate umpire calls out the starting time of the game, and the home team scorekeeper will record the game start time. No new

- inning will commence after 80 minutes from the game start time. The running clock time is not interrupted for any reason other than for a significant injury requiring extraordinary medical attention.
- C. In the event of a tie at the end of 6 complete innings or after the 80-minute time limit, the game will continue. Each team will start with a runner on 2nd base; that runner will be the batter making the last out in the previous inning. The team to score the most runs after both teams have batted will be the winner. If the score is still tied after one inning, the teams will repeat this extra inning procedure until a team wins.
- D. A “6 run per inning” rule will be in effect in the American league. If the batting team scores 6 runs before 3 outs are recorded, their at bat ends.
- I. A team could score a maximum of 9 runs in a given inning if 5 runs have already scored and the batter hits a grand slam. That batting team’s half inning will conclude after any batter whose at bat causes 6 or more runs to score in a given inning. Those runs up to a maximum of 9 count.
- II. In the final inning, the team that is behind can score as many runs as needed to win or tie the game.
- E. Pitchers will be allowed 5 warm up pitches per inning. Catchers can make a throw to second following the last warm up pitch. Infielders and outfielders are permitted to field and throw between innings and throw balls into the dugout prior to the pitcher’s final warm up pitch. In the event games are being delayed due to infield and outfield warm ups, the umpire is expected to keep the game moving.
- F. For the ESYBL End of Season Championship and consolation games, teams will play a full 6 innings without a time limit. Games are official after 3-innings in the event of inclement weather, and tie-breaker rules will be in effect in the 7th inning.
- G. Coaches, other than base coaches, must remain in the dugout in an “out of play” location, and are never permitted to be behind home plate during game play.
- H. There will be no appeals to umpires for judgment calls. Coaches can ask umpires for clarification on rules as long as both team’s coach are involved in the discussion.
- I. Rules changes during the season will be handled at the discretion of the ESYBL board.

## **5. Equipment**

- A. Metal cleats are not allowed but rubber or plastic spiked shoes are permitted.
- B. Only official Little League® approved, 2 ¼ inch barrel bats are authorized for ESYBL play. Bats must be emblazoned by the manufacturer with the Little League® logo and approval. Softball and coach pitch bats are not approved. Umpires reserve the right to inspect bats at any time before or during a game.
- C. Batting helmets must be worn by all runners, batters, on-deck batters, bat boys/girls, and player coaches. Helmets must be in good and serviceable condition. Face guards are encouraged but are not required for the 2009 season.
- D. Catchers equipment must be in good and serviceable condition.
- E. Players are to be equipped with a glove, protective cup (boys only), and cap. Jerseys should be tucked in at all times when involved in a game.
- F. For safety reasons, players will not wear earrings, necklaces, rings, bracelets, bands or watches during games. Pitchers are not allowed to have distracting clothing or accessories while pitching.

## **6. Batting**

- A. All players will bat every time their at bat comes up in the lineup during the course of the game.. There will be no changes to the batting order unless there is an injury or a player is removed from the game for disciplinary reasons.
- B. The on deck batter must retrieve the bat from the previous hitter and return it to the dugout. There may be only one player on deck and the player in the hole must wait in his or her own dugout.
- C. On a ground ball or infield hit, the batter must run through the orange or outside bag at 1st base. The fielder will have the white or inside bag for the play to avoid collisions. When the ball goes through to the outfield, the runner will then have a right to the white or inside base to turn toward second base.
- D. On deck batters will be situated on the 3rd base on deck circle for right handed batters at the plate, or on the 1st base on deck circle for left handed batters.
- E. There are no walks in the American League. After ball four is called, the batter will get to hit the ball into play by tossing it up in the air and swinging at it themselves. This is called the Toss Up.
  - I. For the toss up, the count remains unchanged and play continues with that count. If the batter misses the ball in the toss up, a strike is called. The batter can toss up until he puts the ball in play or strikes out.
  - II. If the batter fouls off a toss up with 2 strikes, he will be allowed to continue as if it were a regular at bat.
  - III. Catchers must remain in their regular playing position with their mask on and in “squat” position during the toss-up.
  - IV. Pitchers must stay in contact with the pitching rubber for the toss up.
  - V. For a toss up play, the batter cannot advance past second base for any reason, including overthrows.
  - VI. During the toss up the batter must remain in the batter’s box, and have both hands on the bat while attempting to hit the ball. The batter must make a full swinging attempt at the ball. A check or swat at the ball will be called a strike. If it is the third strike the batter will be called out.
  - VII. Runners may advance as far as possible on a toss up hit ball so long as the ball is in play, including overthrows.
  - VIII. A toss up hit over the fence is ruled a ground rule double. For a ground rule double, a runner at first base can only advance to third base.

## **7. Base Running**

- A. Runners are allowed one base per inning on a wild pitch or passed ball behind the umpire. A wild pitch or passed ball is considered any ball ‘behind’ the outward extended hands of the umpire. Runners may not advance home on any wild pitches or passed balls, even for overthrows.
- B. There is no dropped 3rd strike rule in the American League. Runners may advance on a passed ball on the 3<sup>rd</sup> strike as defined above.

- C. Runners may not run into any fielder when base running. Runners interfering with a fielder will be called out.
- D. Runners must slide on close plays at 2<sup>nd</sup>, 3<sup>rd</sup> and home or they will be called out.
- E. Head first slides are not permitted except to dive back to a base. Runners who slide head first for any other reason will be called out.
- F. Runners cannot 'lead off' bases during play. Runners may leave the base after the pitched ball passes the plate. If a runner leaves the base too early, the umpire will issue a team warning, and any subsequent runner on that team will be called out if they leave the base too early.

## **8. Pitching**

- A. Pitchers can throw no more than 2 consecutive innings per any game and 3 innings maximum per calendar day. Extra inning games do not allow any pitcher to exceed these restrictions.
- B. Pitchers may not re-enter the game as a pitcher once he or she has been relieved or reached their maximum allowed innings.
- C. A pitcher who has warmed up has to pitch to at least one batter who will either reach base or record an out. One pitch thrown constitutes an inning pitched for any pitcher.
- D. The pitching distance is set at 46 feet. Pitchers must contact the rubber to start the wind up.
- E. A coach may confer with his pitcher once an inning. A second conference in any inning must result in a pitching change.
- F. Catchers may not visit the mound to confer with the pitcher.
- G. Umpires have the right to remove pitchers for any safety reason impacting any player.
- H. The strike zone is located from the batter's arm pit to the middle of the knees, and in width from any part of the ball crossing the white or black portion of home plate.

## **9. Fielding**

- A. Fielders may not make fake or phantom tags to deceive a runner. If the umpire calls a fake tag, the runner will be allowed to advance one base.
- B. There is no "Infield Fly Rule" in effect for American League games.
- C. For safety reasons catchers or infielders may not block home plate or bases without possession of the ball. Blocking will result in the runner being called safe.

## **10. Participation, Substitutes, Rosters**

- A. All players must play a minimum of 2 innings in the field per game. Players may not sit on the bench for more than 2 consecutive innings. This rule applies to all games including games shortened by weather (3 innings minimum), and shortened by time limits.
- B. Free substitution is in effect throughout the course of the game with the exception of re-entering pitchers.
- C. A coach may remove a player from a game for disciplinary reasons. A coach must declare an ineligible player for disciplinary reasons to the plate umpire and opposing coach. Players declared ineligible for disciplinary reasons will be an automatic out in the batting order.

- D. If teams have less than 10 players, they may use a player from a pool of registered Coach Pitch players (ages 7 & 8). Teams may pick up Coach Pitch players to have 11 total players and no more. Substitute player(s) may play anywhere in the field and bat in any spot in the batting lineup.
- E. American League teams must have 9 players in the field to play a game. There are 10 positions in the field for the American League, with 4 outfield positions instead of the usual 3.

### **11. Eligibility**

- A. League Age is age of player as of 12:00 AM CDT June 1.
- B. American League rosters are comprised of players aged 9, 10, 11, & 12 years old. If a 12 year old has a birthday after June 1st, they will be allowed to participate for the whole season.
- C. Each community will ensure players are age eligible.

### **12. Umpiring and Sportsmanship**

- A. Immediately prior to the start of each game, umpires and coaches from both teams will meet at home plate to review local ground rules and points of emphasis.
- B. Umpire decisions are final and will be respected by players, coaches and spectators. In the event an umpire determines players, coaches or spectators are acting in an inappropriate manner, the umpire will warn the coach, and ask that the coach correct the inappropriate behaviors.
- C. Trash talking is not permitted and can result in a game ejection. Umpires will warn coaches about trash talking. A second player offense will result in ejection from the game and an automatic out in their batting spot in the batting order.
- D. Coaches exhibiting unacceptable behaviors as determined by the umpire will be suspended from the immediate game as well as the next league game. A second offense by a coach will result in removal of the coach from attending all ESYBL activities and games for the remainder of the season.
- E. Suspensions and removals will be investigated and reviewed by the ESYBL board of directors. The board reserves the right to exclude participation of any player or coach, or to decree game forfeits under extreme situations.

### **13. Reporting Scores, End of Season Tournament, and Trophies**

- A. The coach of the winning team will report the final score by posting the result on the ESYBL website <http://www.esybl.org/> within 24 hours after the game has been completed.
- B. An end of season tournament will be held to crown the league champion and 3 runner up teams. Seeding of teams for the tournament will be based on regular season records on the day after the last day of the season.
- C. Trophies will be given out to 1st, 2nd, 3rd and 4th place teams as they finish the end of season tournament.

**Revised May 5, 2009**