

CENTRALIA RECREATION DEPARTMENT
Boys Mustang/Bronco League RULES
Revised – April 2017

Mission Statement

Centralia Recreation Department Mission Statement:

It is the mission of the Centralia Recreation Department to work in partnership with our community in order to provide instruction in the fundamentals of youth and adult sports. The Centralia Recreation Department's main purpose is to provide both children and adults with an opportunity to play, learn, and have fun in athletics without concern or regard to physical ability, race, religion, or financial situation.

General Rules Applying to All Leagues

Coaches:

1. The coach of each team is responsible for the conduct of his/her team, fans, and players.
2. Coaches must notify all players of upcoming practices and games. Coaches should make every attempt to maintain the participation of all players on the team. **If unable to contact a player, or if a player discontinues participation in the program Centralia Recreation Complex Assistant Director should be notified.** Any coach who does not encourage the participation of all players will be considered for disciplinary action.
3. It is the coach's responsibility to maintain the equipment and promptly return it in good condition at the end of the season.
4. Coaches will be responsible for making sure dugouts are picked-up and kept trash free. Please make sure that dugouts are kept clean. Coaches who do not insure their dugouts are cleaned could face a city ordinance fine for littering.
5. Spirit and intent of the game (unwritten rule which is now written) about running the score-up. Coaches please be aware.

GENERAL OBJECTIVE:

The objective of the Centralia Recreation Department's Youth League is to provide instruction in the fundamentals of baseball as well as giving the participants an opportunity to play games. The Centralia Recreation Department would hope that the coaches and parents would please keep in mind that the main objective here is not who wins or loses, but that the young boys have the opportunity to play, learn and most of all have fun. Therefore, the Centralia Recreation Department would like to ask you to please refrain from questioning the calls of the officials in an ungentlemanly manner. You must remember that it is a learning experience for the officials as well, so please make it as easy as possible for them. We here at the Centralia Recreation Department will try to help them become as proficient as possible at their job. We want the league to operate efficiently and most importantly, to be fun for the participants.

RULE 1: MEMBERSHIP

- Sec. 1** Boys will be entered in the league according to their age. All boys who are nine (9) years of age and who are not more than twelve (12) before August 1, of the current year, will be eligible.
- Sec. 2** **Once a player is assigned to a team, he or she may not switch teams without approval by the Centralia Recreation Program Coordinator.**
- Sec. 3** Ineligible players are defined as:
 -Anyone playing who is not registered or paid
 -Anyone playing for a team to which they were not assigned

**When an ineligible player is discovered & protested, & protest upheld, the game in which he or she was playing will be forfeited by the team using the ineligible player*

RULE 3: PLAYING RULES

- Sec. 1** The games of the Centralia Recreation Department Youth League, Mustang/Bronco Division, will be governed by the N.F.H.S/IHSA, unless these rules conflict with the Centralia Recreation Department Youth League rules.
- Sec. 2** The Centralia Recreation Department will schedule an on-site supervisor, and 1-2 umpires per field, per game.
- Sec. 3** Time Limit Rule: The time limit regulations for all leagues are as follows. Each league has a set maximum time limit, which is stated in the set of rules governing for that specific league. There must be at least 5 minutes left of the official game time in order to start a new inning otherwise the umpire will declare that the time limit is over, and the team that is ahead in runs scored shall be declared the winner, regardless of the inning. However, both teams must have completed the same number of innings at bat (unless home team is ahead). If an inning is started before the time limit expires, the inning must be completed in full (unless the home team is ahead or as soon as the home team score the winning run).
- Sec. 4** Each team must have a minimum of seven (7) players at game time in order to the game. If a team does not have 7 players at the scheduled game time, said team will forfeit the game to the opposing team. Should both teams fail to field 7 players, a double forfeit shall be declared.

Sec. 5 A team is only allowed to score five (5) runs per inning. Once the team scores its fifth run their turn at bat is over. Each half inning consists of 5 runs scored or 3 outs, whichever comes first.

The home team shall be listed last on the schedule and shall occupy the 3rd base dugout

Sec. 6 If additional players arrive after the start of the game, said players shall immediately be inserted into the lineup after the last originally listed player. No penalty shall be enforced for starting or finishing a game with less than ten (10) players.

Sec. 7 All teams shall play ten players on defense, if available with 4 players playing the outfield by being in the grass area. No moving outfielders onto the infield so that you have a wall of 8 infielders and no outfielders.

Sec. 8 **Metal Cleats are prohibited! Players may not wear metal or screw-in cleats of any kind. Players cannot participate in their bare feet or with open-toed shoes.**

Sec. 9 All batters and runners shall wear a batter's helmet while at bat, on base, or on deck, waiting to bat. If a runner intentionally removes his or her helmet while running around the bases, it will be an automatic out.

Sec. 10 While tagging 1st base runners must tag the orange side while fielders tag the white side.

Sec. 11 Free substitution on defense will be allowed.

Sec. 12 Every player present for the game will be placed in the batting order, but only 10 players will take the field during each inning.

Sec. 13 No shifts on the infield will be allowed, (ex: 2nd baseman playing on the shortstop side of 2nd base etc.) Infielders are to play in their positions as intended. The catcher is to field all balls thrown to home plate.

Rule 3: Regulation Game

- A. A regulation game shall consist of 7 innings, or one (1) hour, twenty (20) minutes time limit.
- B. The time limit will start for each game when the first pitch is delivered. The umpire will keep official time. The time limit can be altered if there is a delay

- for some reason. Only the supervisor or the umpire can alter the original starting time.
- C. Each player shall play a minimum of 2 defensive innings.
 - D. There will be a 10-minute grace period allowed from the original starting time of the first game of the day only before a forfeit is declared. All other games will start at the scheduled time
 - E. If a game is tied at the end of regulation, (7 innings), each team will be allowed their turn at bat with the last batter of the previous inning being awarded second base in the extra inning. This procedure will continue until a winner is decided (international tie breaker) or in event of darkness or rain the game will remain a tie.
 - F. Five innings of any 7-inning game will be considered a complete game (or 4 ½ innings if the home team is ahead) with regards to games cancelled due to weather or darkness. If the score is tied when the game is called, then it will remain a tie.
 - G. If the game is called because of weather prior to the completion of five (5) innings, it will be rescheduled from the point where play was stopped.
 - H. The umpire will enforce a two-minute time limit between each half inning. If the team is not ready, the umpire may begin calling balls against the team in the field, or strikes against the team at bat.
 - I. Pitching distance is 44 feet from home plate, and the distance between bases is 60 feet.
 - J. The batting order shall be a complete list of all players present at the start of the game. All team members in attendance shall be listed on the score sheet in a continuous batting order, whether or not they are playing in the field. Each player must play at least 2 innings of defense during each game, unless the game is completed before each player has been allowed to play said innings, or shortened due to illness, or injury, said player's name will be scratched from the lineup without penalty.**
 - K. An inning shall consist of 3 outs, or 5 runs.

- L. Each team when on defense may be granted one (1) charged conference per inning. In an extra inning game, each team will be allowed one charged conference per inning while on defense.
- M. Each team, when on offense, may be granted one (1) charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on deck batter, or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.
- N. A maximum of three (3) non-players per team are allowed inside the fences including the dugout area. Coaches should remain in the dugout except when coaching a base while on offense.

Rule 4: Bases and Base Running

- A. The base distance shall be 60 feet.
- B. Base runners are allowed to slide.
- C. Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. No "**BOWLING OVER**" players. If the umpire rules the contact was flagrant, the runner will be declared OUT
- D. Mandatory slide rule: If the catcher (or any other fielder) has possession of the ball before the runner approaches the base; the runner may not maliciously run into the fielder. Stepping over or jumping over the outstretched glove or a fielder holding the ball on or near the ground waiting to make the tag is legal. Players should be taught to slide if the fielder has possession of the ball at the base. When in doubt slide. It is the umpire's **judgment** that determines if the contact was malicious. Penalty for malicious contact: runner is called out and will be ejected from the game, and sit out the next scheduled game, league and/or tournament.
- E. **The runner(s) may advance to the base running plus one extra base on an overthrow.**
- F. Runners may steal from 1st or 2nd base, but not leave the base they are occupying until the pitch has crossed home plate.

- G.** Runners may not steal home. A runner on third can only advance to home on a batted ball, and bases loaded walk.

Rule 5: Batting

- A. The infield fly rule is in effect. The infield fly rule is as follows: when there are runners on first and second base, or on first, second, and third base, with less than two (2) outs, if there is a fly ball, and in the umpire's judgement, an infielder could field the ball (whether she catches the ball is irrelevant), the batter is declared out or may advance at their own risk with liability to be put out.
- B. Bunting will be permitted.
- C. In situations where a player is injured and cannot continue play, her turn at bat will be passed over without any penalty such as an out; however, if she has been ejected from the game, an out will be taken.
- D. Any batter whom "throws" a bat with reckless abandon shall first be warned by the umpire. After one warning, said player shall be declared out immediately when he or she throws a bat. Any player who throws a bat which strikes another player of either team, shall be declared out immediately, without warning from the umpire. Repeated throwing of the bat is grounds for ejection from the game. In situations where a player is injured and cannot continue to play, her turn at bat will be passed over without any penalty such as an out; however, if she has been ejected from the game, an out will be taken. The umpire's judgement shall prevail.
- E. The dropped third strike will not be enforced, Batter is out

Rule 6: Pitching and Catching

- A. The pitching distance shall be 44 feet from the pitchers rubber to home plate.
- B. A pitcher may NOT pitch more than 4 innings in a game or 85 pitches in a day. A player may not pitch more than 8 innings in a calendar week (Sunday-Saturday). One pitch thrown is considered an inning pitched. EXCEPTION: If a pitcher reaches the limit pitch count limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- That batter reaches base;
- That batter is out;
- The third out is made to complete the half-inning.

- Pitching Rest Requirements: •
 - If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 41 – 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 – 40 pitches is a day, one (1) calendar days of rest must be observed.
 - • If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.

**It is the coach's responsibility to keep track out the pitch count! The supervisor has the right to ask the coach what number of pitch the player is on.*

- C. The strike zone shall be from the top of the shoulders to the bottom of the knees.

- D. Once a pitcher is relieved, he may not pitch again in that game.

- E. There are no balks called.

- F. Pitchers shall receive five (5) warm up pitches between innings & 5 warm up pitches in relief.

- G. The dropped third strike will not be enforced, Batter is out.

- H. THERE WILL BE NO INTENTIONAL WALKS!
- I. In the event the pitcher hits three (3) batters the umpire shall request that the pitcher be replaced for the safety of the batters. (If one or either of the batters have allowed a ball to roll into them without trying to avoid the contact then this rule will not apply and a base will not be awarded. It will be counted as a ball) Batters must attempt to avoid contact with a pitched ball

- J. All catchers shall wear full catcher's equipment, including helmet.

- K. Chest protectors are mandatory.

- L. Catchers must wear a protective cup and use a catcher's mitt.

- M. Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field

Rule 7: Protests

- Sec. 1** There are three major appeal plays:
- A. Missing a base
 - B. Leaving a base on a caught fly ball before the ball is first touched
 - C. Batting out of order
- Sec. 2** DEAD: An appeal play is a play on which an umpire may not make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball. The administering umpire should then make a decision on the play
- Sec. 3** ALIVE: In all games an appeal may be made during a live ball by touching the base missed or left too soon on a caught fly ball, or tagging the runner committing the violation if he or she is still on the playing field

Additional Rules of Play

1. All players and coaches must be dressed in proper uniform (full uniform as issued before they can play in a game) (Gloves and shoes) **(No Cutting off of the sleeves will be permitted. Players will not be allowed to play with sleeves cut off.) This also includes the coach's shirts that we ordered.**
2. You can warm-up outside the fence.
3. Only coaches, scorekeepers, and players are allowed in the dugout.
4. When not in the field, players should be seated in their dugout: not with fans in the stands. Players should also remain in dugout when they are not in the lineup.
**Also, coaches please keep people from hanging out behind your dugout, or contact the field Rep. to remove them.

5. The home team score book will be the official score book for each game. The home team will use the 3rd base dugout.

RULE 6: UMPIRES

- Sec. 1** *DO NOT ARGUE* judgment calls - discuss rule book calls in a gentlemanly fashion. The umpire is in charge of the game. You must realize the game is for the young people and you are setting an example to be looked up to.
- Sec. 2** The umpire is in charge of the game.

RULE 7: CONDUCT

- Sec. 1** All that is dishonorable, unsportsmanlike and ungentlemanly is particularly and expressly condemned. A coach, player, or team guilty of such action shall be removed from the game at the discretion of the umpire. Further action may be taken by the Recreation Director or his appointed representative.
- Sec. 2** Smoking or the use of foul or profane language by coaches will **NOT** be tolerated during preliminary practice or during the progress of the game. **ABSOLUTELY NO SMOKING** in or around the field and dug outs!
- Sec. 3** CENTRALIA RECREATION DEPARTMENT BOARD POLICY STATES: ANYONE (players, coaches, parents, fans, etc.) striking/threatening an official in any sport or activity sponsored by the Recreation Department will be suspended from play and/or all facilities of the Recreation Department for a minimum period of one year.
- Sec. 4** Any fan/player/coach whose conduct is dishonorable, unsportsmanlike or ungentlemanly may be removed from the vicinity of the field of play and/or the spectator area. The fan/player/coach may also be suspended.
- Sec. 5** Any player throwing equipment or any object in anger shall be ejected from the game immediately and will be suspended for the equivalent of one game.
- Sec. 6** **EACH TEAM IS REQUIRED TO SHOW GOOD SPORTSMANSHIP AT ALL TIMES**

- Sec. 7** Each team is required to clean up their area after a game.
- Sec. 8** Abide by all other posted rules, regulations and policies.
- Sec. 9** All coaches ejected from a game by an umpire must speak with the Program Coordinator before resuming their position as coach. The Program Coordinator shall determine if the coach may continue to act as a coach of a team.
- Sec. 10** Harassment: Harassing of players by other players, coaches, or fans will not be permitted. Terms such as "hey batter" or "no batter" or personal names shall not be allowed. Players and coaches will first be warned then ejections may follow if the harassment continues.
- Sec. 11** Any spectator found to be using inappropriate behavior towards staff, players, coaches, or other spectators will be asked to leave. This includes yelling, saying rude or inappropriate things, harassing players from behind dugouts or fences, smoking, drinking, or anything that the staff feels is not appropriate behavior around the children will be escorted from the premises by the staff or by the police.
- Sec. 12** A coach may discipline a player by withholding playing time. However the coach must first have the disciplinary action approved by the Recreation Supervisor and will be responsible for reporting it to the parent(s) of the player.

NOTE: CENTRALIA RECREATION DEPARTMENT BOARD POLICY STATES: ANYONE (players, coaches, parents, fans, etc.) striking/threatening an official in any sport or activity sponsored by the Recreation Department will be suspended from play and/or all facilities of the Recreation Department & Recreation Complex for a minimum period of one year.

RULE 9: FIELDS & EQUIPMENT

- Sec. 1** Pitching distance is 44 feet.
- Sec. 2** The base distance will be 60 feet.
- Sec. 3** The catcher must wear complete set of equipment.
- Sec. 4** It is mandatory for each on deck batter, batter, runner, retired runners and players in the coach's boxes to wear a batting helmet.

Sec. 5 A RIF 10 Level Baseball will be used.

RULE 10: CANCELLATIONS

Sec. 1 It will be up to the judgment of the Centralia Recreation Complex staff to determine if a game will be cancelled due to weather or field conditions. As soon as the decision is made to cancel, coaches will be notified. It will be the coaches responsibility to contact their players/parents! Parents, please do not call the Recreation Complex to ask about cancellations.

Sec. 2 It is the decision of the umpire or supervisor in charge to cancel a game once it is in progress.

RULE 12: ALCOHOLIC BEVERAGES, DRUGS AND TOBACCO

Sec. 1 *NO ALCOHOLIC BEVERAGES, DRUGS OR TOBACCO* are allowed on the playing area or in the dugouts. If any player, coach, or manager violates this rule the player(s) team will forfeit that game. NOTE: ALCOHOLIC BEVERAGES ARE NOT ALLOWED IN CITY PARKS.

ROOT FOR YOUR TEAM AS HARD AS YOU WISH BUT CONDUCT YOURSELF UNDER THE HIGHEST PRINCIPLES OF SPORTSMANSHIP

