



PALATINE BASEBALL ASSOCIATION 2010 RULES FOR ALL LEAGUES

Unless specified in the following, the rules that govern play in Pony, Colt, and Palomino are modeled after the IHSA. The Board of Directors may adopt special rules for playoffs.

1 STARTING/ENDING TIMES

1.1 All fields

Field	Game #	Monday - Friday		Saturday		Sunday	
		Start	End	Start	End	Start	End
Community	1	6:00 PM	8:15 PM	9:00 AM	11:45 PM	12:00 PM	2:45 PM
	2	8:30 PM	10:45 PM	12:00 PM	2:45 PM	3:00 PM	5:45 PM
	3			3:00 PM	5:45 PM	6:00 PM	8:15 PM
	4			6:00 PM	8:15 PM	8:30 PM	10:45 PM
	5			8:30 PM	10:45 PM		
Hamilton/Rolling Meadows	1	6:00 PM	8:05 PM	9:00 AM	11:45 PM	12:00 PM	2:45 PM
	2	8:15 PM	10:20 PM	12:00 PM	2:45 PM	3:00 PM	5:45 PM
	3			3:00 PM	5:45 PM	6:00 PM	8:05 PM
	4			6:00 PM	8:05 PM	8:15 PM	10:20 PM
	5			8:15 PM	10:20 PM		
Maple Birchwood Osage	1	6:00 PM	Dusk	9:00 AM	11:45 PM	12:00 PM	2:45 PM
	2			12:00 PM	2:45 PM	3:00 PM	5:45 PM
	3			3:00 PM	5:45 PM	6:00 PM	Dusk
	4			6:00 PM	Dusk		
Barrington Prospect Hts	1	6:00 PM	Dusk	9:00 AM	11:45 PM	12:00 PM	2:45 PM
	2			12:00 PM	2:45 PM	3:00 PM	5:45 PM
	3			3:00 PM	5:45 PM	6:00 PM	Dusk
	4			6:00 PM	Dusk		

- 1.2 FORFEIT: A manager must field 8 players within 15 minutes of the SCHEDULED STARTING TIME, or the game will be forfeited.

2 TIME LIMITS

- 2.1 If another game is scheduled following, the game will **STOP** 15 (10 for Hamilton on weekdays) minutes **BEFORE** the **SCHEDULED** start time of the following game. The game **STOPS**, regardless of the inning, number of outs, score, runner(s) on base, or count on the batter. A play in progress at the time limit shall be allowed to finish, including delayed dead ball calls. NO EXCEPTIONS, NO NEGOTIATIONS. NO MANAGER, COACH, UMPIRE, OR LEAGUE OFFICIAL HAS THE AUTHORITY TO EXTEND THE GAME. A DELAY IN STARTING TIME FOR ANY REASON IS LOST TIME



AND CANNOT BE MADE UP. UMPIRE SHALL KEEP TRACK OF TIME.

- 2.2 If there is no game immediately following, there is NO TIME LIMIT. **EXCEPTION: Night games (7 pm and later) STOP at 10:45 for Community, 10:20 for Hamilton and RM.**

3 TEAMS, CALL-UPS, AND ELIGIBILITY

- 3.1 A team consists of a minimum of nine (9) players. If a manager **KNOWS** that he will have less than 9 players, he may request a maximum of three (3) subs in the following manner.
- 3.1.1 **Pony League** – will obtain from within their own house league – no higher than a 4th round draft choice and NO HAT PICKS. Such players must play the outfield and bat last in the order. They must play a **MINIMUM of THREE (3)** innings in the field.
- 3.1.2 **Colt League** – teams will draw players from the Pony House League. There are no draft-round restrictions, batting or fielding restrictions, except that they may not pitch.
- 3.1.3 **Palomino League** – teams will draw players from the Colt House League. There are no draft-round restrictions, batting or fielding restrictions, except that they may not pitch.
- 3.2 A Pony League or Jr. High Girls player may not play both in the house league and competitive league. In a call up or substitute situation, the player's assigned team takes precedence.
- 3.3 Players arriving after the start of the game shall bat last in the order.
- 3.4 Only players registered with PBA and having paid the appropriate fee are eligible to participate, including practices. NO EXCEPTIONS! Any manager who violates this rule will be subject to disciplinary action by the Board of Directors. Any team using an ineligible player will automatically forfeit any and all games said ineligible player participates.

4 GAME PRELIMINARIES, STARTING AND STOPPING/SUSPENDING OF THE GAME

- 4.1 **FIELD SET-UP:** Home team is responsible for setting up and taking down of the bases and pitching mound. **In the event of teams from two communities, the local team shall be responsible.**
- 4.1.1 Pony league bases are 80' with a 54' pitchers mound, point of plate to front edge of pitcher's mound.
- 4.1.2 Colt/Palomino bases/mound are 90' and 60'6".



- 4.1.3 **MANAGERS: DELAYS IN SETTING UP THE FIELD WILL REDUCE PLAYING TIME.**
- 4.2 **CANCELLATIONS AND RAINOUTS:** The home team is responsible for contacting the league commissioner to cancel the game due to weather or field conditions. This should be done no later than 1 hr before the scheduled starting time. If a game is NOT cancelled a minimum of 30 minutes prior to starting time, any decision to cancel shall be made by agreement of both managers. If they cannot come to an agreement, a league official shall make the decision.
- 4.3 **LINE-UPS:** Both teams will provide each other with a lineup and keep their own scorebook. **The official scorebook shall be held by the HOME team.** Each team will bat its entire roster of eligible and available players. Lineups shall include players' **LAST NAME** and **UNIFORM NUMBER** at a minimum. Line-up changes may not be made after the line-ups have been exchanged except to delete players not showing up or adding players showing up late. For purposes of this rule, a player is considered as being on time if they are physically present in the dugout at the time the first pitch is thrown. After this point, a player is late and moves to the bottom of the line-up. **THE GAME MAY NOT BEGIN UNTIL BOTH TEAMS HAVE EXCHANGED LINEUPS.**
- 4.4 **PRE-GAME MEETING: UMPIRE(S)** shall conduct pre-game meeting with the manager (or coach representative if manager is not present) of both teams 5 minutes prior to scheduled start time. A team player captain may also participate.
- 4.5 Once a game begins, the **UMPIRE**, and **ONLY** the umpire has jurisdiction to stop a game due to rain, thunder, lightning, darkness or unusual circumstance. Stoppage due to thunder or lightning shall be a minimum of 20 minutes **FROM THE LAST REPORTED SIGHTING/HEARING** before resuming or officially ending the game. **IF LIGHTNING IS SIGHTED OR THUNDER IS HEARD, ALL PBA GAMES IN PROGRESS AT THE SITE SHALL BE STOPPED.**
- 4.6 **ENDING THE GAME** – The following rules shall apply to any game that is ended under rule 4.5.
- 4.6.1 The score shall revert to the previous complete inning:
- 4.6.1.1 Unless home team ties or takes lead in the bottom of the inning in play at the time play is stopped AND;
- 4.6.1.2 4-1/2 or more innings have been played.
- 4.6.1.3 The game is a **COMPLETE** game and recorded as a **TIE** or **WIN** as the score indicates.



- 4.6.2 If the conditions in 4.6.1 are **NOT** met, the game is **SUSPENDED**. Both managers and the umpire shall sign both scorebooks. The following shall be noted: **INNING, BATTER, BALLS, STRIKES, OUTS, SCORE, and BASERUNNERS.**
- 4.6.3 **SUSPENDED games shall be made up at the first available date** as determined by the league commissioner. Innings pitched rules for a day or week is based on when the innings are actually pitched. Pitching rules for the game itself are in force.
- 4.7 **RESUMING A SUSPENDED GAME:** When RESUMING a SUSPENDED game, the following rules apply to players who a) did not participate in the game before it was suspended, b) participated in the game before it was suspended and are not present when the game is resumed. For a) the player may play but must bat last in the order. In b) the player is bypassed in the order, and there is no automatic out. If, when the game was suspended, a player "A" has a count, and subsequently player "A" is not present when the game resumes at a later date, the next batter (Player "B") in the lineup shall bat with the existing count at the time the game was suspended. Should player "A" return to the game after the game is resumed, player "A" shall occupy their original spot in the batting order.
- 4.8 **MOVING THE GAME ALONG:** Umpires, managers and coaches must move the game along as quickly as possible to complete within the time limits. Pitchers are allowed eight (8) warm-up pitches at the beginning of the game or when a new pitcher enters, and five (5) pitches any other time. In the event a pitcher is replaced due to injury, the umpire may grant additional warm-up pitches as deemed necessary. If a catcher or manager calls for an intentional walk, the umpire shall award first base to the batter.
- 4.9 **10-RUN RULE:** The game ends when one team is leading the other by 10 or more runs, and the losing team has batted five or more complete innings and as many complete innings as the winning team.

5 EQUIPMENT

- 5.1 BATS – BESR certification is NOT required
- 5.1.1 Pony League: there is no bat weight to length limitation
- 5.1.2 Colt/Palomino League: bats must be no less than –3
- 5.1.3 Bats cracked, dented, or without grips may not be used – Umpire may disallow use.
- 5.2 Flexible rubber bat knob wraps (to protect against sting) are permitted



- 5.3 Batting “donuts” are permitted, provided they are not worn to the point that they can fly off.
- 5.4 All batters and runners must wear helmets
- 5.5 All **NON ADULT (UNDER AGE 18)** player-coaches must wear a helmet while coaching a base.
- 5.6 All MALES shall wear a protective cup
- 5.7 All **NON ADULT (UNDER AGE 18)** catchers warming up a pitcher in a crouch position shall wear a mask during a game or practice.
- 5.8 Players, excluding pitchers, may wear sweatbands.
- 5.9 Pitchers may wear gloves of any color, multi-color included, provided it does not have the colors WHITE OR GRAY, excluding the manufacturers name or logo. Pitchers will be requested to a) tape or mark the glove such that the white is no longer showing, or b) remove the offending glove, at the discretion of the pitcher. If a) the umpire has final authority to determine if the pitcher has complied.
- 5.10 Jewelry may not be worn. The only item permitted to be worn is a MEDICAL ALERT BRACELET, which must be taped. For purposes of this rule, jewelry is defined as any non-clothing item worn or attached to the body.
- 5.11 HOME team shall supply a minimum of two new baseballs.

6 BATTER/BATTING

- 6.1 Batter is to keep one foot in the batter’s box at all times other than the exceptions below. First violation shall result in a warning to the batter. Subsequent violations could result in a STRIKE being called.
 - 6.1.1 The batter swings at the ball
 - 6.1.2 The batter is forced out of the box avoiding a pitch
 - 6.1.3 The catcher drops the ball
 - 6.1.4 A play is made in the field
 - 6.1.5 The ball becomes dead
 - 6.1.6 The umpire calls time.
- 6.2 Batter shall maintain control of the bat at all times. Reckless conduct such as letting go of the bat and the bat hitting the umpire or catcher shall result in a warning. Weather conditions such as rain, high humidity, or extreme cold affecting a batter’s ability to effectively grip the bat, shall be taken into consideration. This should be discussed prior to the game at the pre-game conference. Subsequent violations shall result in the player being called out.
- 6.3 **REMOVAL FROM THE GAME**
 - 6.3.1 If a player is removed from the game for unsportsmanlike conduct, illness or any legitimate reason and there are at least nine (9) other eligible players still in the game, the position in the batting order that was taken by the removed



player shall not have an “automatic out” declared when his position in the order is up.

- 6.3.2 If a team plays with eight (8) players, when the ninth (9th) position in the batting order is up, **the umpire shall not declare an “out” unless that person in the batting order was ejected from the game.**

7 RUNNER

- 7.1 When a runner is attempting to reach 2nd, 3rd, or Home; or return to 1st, 2nd, or 3rd the runner must slide to the base OR avoid contact with a fielder who has the ball. The slide must be directly to the base, or to the side away from the fielder. If the runner fails to slide and contacts the fielder with more than incidental contact the player will be called out as follows:
- 7.1.1 If the fielder has the ball
 - 7.1.2 If the fielder has made a play and is attempting to make a throw to another base. (i.e. double play)
 - 7.1.3 If the secondary play may have resulted in a double play, the umpire may call the batter or other runner out for interference.
 - 7.1.4 Malicious contact with a fielder shall result in the runner being ejected and declared OUT, unless the runner has already scored.
- 7.2 Courtesy runners: In order to move the game along the following provisions are adopted.
- 7.2.1 **ALL LEAGUES:** A courtesy runner may be used for the **CATCHER** at any time and is mandatory with two outs.
 - 7.2.1.1 The SUBSTITUTED runner must assume the catcher’s position in the next half inning (if applicable).
 - 7.2.2 A courtesy runner may be used for an injured runner. The criteria used shall be the same as in 7.2.3.
 - 7.2.3 Courtesy runners shall be determined as follows in order of precedence.
 - 7.2.3.1 Last out of that half inning
 - 7.2.3.2 Last runner to score
 - 7.2.3.3 Last out of the previous inning

8 FIELDING

- 8.1 Appeals
- 8.1.1 PONY: For a missed base or early leaving the base on a tag up play, the umpire is responsible for calling the play. The defensive team may not appeal.



- 8.1.2 COLT: For a missed base or early leaving the base on a tag up play, the umpire is responsible for calling the play. The defensive team may not appeal.
- 8.1.3 PALOMINO: **APPEALS ARE ALLOWED WITH TWO UMPIRES.**
- 8.2 Fake tags are not permitted. Additional bases may be awarded by the umpire for obstruction.
- 8.3 Fielders may not block the path of a runner without possession of the ball. Such blockage shall be regarded as obstruction and the umpire may award bases. Contact as a result of blockage is not subject to sliding rules as in rule 7.

9 PITCHING

- 9.1 The pitching week is from Sunday thru Saturday.
- 9.2 REST TIME: If a pitcher pitches 4 or more innings in a CALENDAR day,
 - 9.2.1 PONY: 2 CALENDAR days of rest are required before pitching again.
 - 9.2.2 COLT/PALOMINO: 1 CALENDAR day of rest is required before pitching again
- 9.3 An inning is one (1) pitch
- 9.4 Pitching Limitations
 - 9.4.1 Pony League: 5 innings/CALENDAR day, 10 innings/week
 - 9.4.2 Colt League: 7 innings/CALENDAR day, 10 innings/week
 - 9.4.3 Palomino League: 7 Innings/CALENDAR day, 12 innings/week.
 - 9.4.4 In the event a team plays more than one game in a calendar day, a pitcher may split innings pitched between the multiple games subject to 9.4.1 – 9.4.3 above.
- 9.5 BALKS – Pony League: one warning per pitcher. Colt/Palomino: no warnings.
- 9.6 Hit by Pitcher Rule:
 - 9.6.1 PONY: If a pitcher hits two (2) batters in an inning or three (3) batters in a game, the pitcher shall be removed from pitching for the remainder of the game.
 - 9.6.2 COLT/PALOMINO: If a pitcher hits three (3) batters in a game, the pitcher shall be removed from pitching for the remainder of the game.
- 9.7 Managers shall keep pitching logs in scorebook. Managers shall have the right to view pitching logs any time
- 9.8 REMOVAL OF PITCHER: A player who has been removed from the position of pitcher MAY NOT return to the mound for the remainder of the game.



10 SPORTSMANSHIP

- 10.1 A player SHALL BE REMOVED from the game for any or the following reasons
 - 10.1.1 Throwing a bat, helmet, or other equipment out of anger.
 - 10.1.2 Fighting
 - 10.1.3 Throwing at a batter or for other action intending to harm.
 - 10.1.4 Malicious contact
- 10.2 A player MAY be removed from the game for:
 - 10.2.1 VERBAL UNSPORTSMANLIKE CONDUCT.
 - 10.2.2 Use of profanity

11 GENERAL

- 11.1 AWARDING OF POINTS – Each team will be awarded +2 points for a win and +1 point for a tie. Games not played may be awarded a (-1) point for each game not played at the discretion of the commissioner, depending upon circumstances. Seeding for playoffs will be determined by total points, according to playoff rules established by the Board.
- 11.2 ALCOHOL and TOBACCO PROHIBITED ON THE FIELD or IN THE DUGOUT. COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEIR SPECTATORS
- 11.3 RAINOUTS AND SUSPENDED GAMES – Rescheduling of games is at the discretion of the league commissioner and league scheduler.
- 11.4 PROTESTS – a protest may be brought based only on interpretation of the rules. Both managers and the umpire are required to sign both scorebooks and the protest shall be filed within 24 hours with the League VP. The protest will be reviewed by the Executive Board and the protesting manager notified of the decision.
- 11.5 MALICIOUS CONTACT: In the event of malicious contact on the part of any player, the ball is immediately DEAD and ALL PLAY STOPS. Umpires may award bases, AT THEIR DISCRETION, to any runner who in the opinion of the umpire, has been affected by stoppage of play.
- 11.6 UMPIRES –
 - 11.6.1 Umpires have complete jurisdiction over the game within the rules established in the IHSA rulebook, and supplemented by the rules within these pages.
 - 11.6.2 Where PBA rules differ from IHSA rules, PBA rules shall govern.
 - 11.6.3 The umpire shall have jurisdiction over players, coaches, managers, and spectators with authority to eject any manager, coach, or spectator from the park.



- 11.6.4 The POLICE will be called for ANY confrontation with an umpire by any player, manager, coach, parent, or other spectator with malicious intent to do harm
- 11.6.5 Umpires are expected to officiate games within the confines of PBA rules. Umpires who refuse to abide by PBA rules shall be reported to a) League VP, b) League President, or c) Umpire Relations.
- 11.6.6 In the event of violations under rule 11.6.5, an umpire may be removed from the game and replaced. Authority to take action under this section rests with a) League President, or b) Umpire Relations.
- 11.6.7 Umpires that coach in one of the leagues may not officiate games at the level in which they coach.
- 11.6.8 Umpires may not officiate a game in which a relative participates.
- 11.6.9 Umpires are expected to show up at the field in proper equipment and attire. Between games, umpires shall change equipment or attire between games in the parking lots only. Umpires violating this policy will be dismissed from the field

12 PLAYOFF RULES – this section to be added at Board Discretion