

# **Lincolnwood, Morton Grove & Skokie Youth**

## **Divisional Rules: Major League/Skokie Youth's National League/5th & 6th Graders**

1. The Major League Rules of Baseball shall apply unless otherwise pro-vided herein.
2. Each team must have a minimum of 6 players in order to begin the game and a minimum of 8 players to be considered an official game. Coaches may call up players from the next lowest division; there will be a list of the players with the league director. No player can be used from another team.
3. Dropped third strike is in effect for one batter per inning unless 1st base is occupied and there are less than two outs. Infield fly rule is in effect.
4. Lead offs are permitted at all bases. Base runners may steal 2nd & 3rd. Stealing of home plate is not allowed. There shall be no sliding into home plate head first. If this happens, the runner shall be called out. Runners may only advance to home plate on a batted ball (or a walk or hit batsman if that forces the runner home). A runner on a batted ball can even if there is no play on the runner. The runner can attempt to score up until the point that the next batter comes up. The wall is only enforced on plays at third when the ball is not batted.
5. If a ball rolls under the backstop, the runner may advance only one base.
6. Protests will not be allowed.
7. All players must play three (3) innings. Should a player not play 3 innings due to the slaughter rule, the player must start in the next game. Each player must sit out one inning before any player sits out a second inning.
8. Only one head coach may converse with the umpire and no coach is allowed on the playing field unless there is an injured player.
9. A team leading by 10 runs or more after 5 innings will be declared the winner and the score will be official at that point. If the visiting team takes a 10 run lead in the sixth inning, the home team must be given the opportunity to bat in the bottom half of the sixth inning.
10. The winning team must turn in the game report form to the League Director.
11. All runners must slide in order to avoid contact with a fielder. If there is a deliberate attempt to take out the player, the runner will be called out and may be ejected from the game.
12. Only the umpire can call a dead ball. Any base runner in motion at the time will proceed at his own risk and may be thrown out by the pitcher. If the pitcher is unsuccessful, the runner may advance to the next base. However, the runner may not advance to home plate; there is a wall at third base. Refer to rule # 4.
13. The Balk rule is in effect. The following will be considered balks.
  - A.) Not coming to a stop before a pitch is thrown.
  - B.) Taking a sign when not on the rubber.
  - C.) There shall be no feigning towards first base.
  - D.) There shall be no feigning towards first base and then throwing to another

base.

E.) The pitcher's leg must not break 90 degrees when attempting to pick off a runner at first base.

F.) Each pitcher will be given two warnings by the umpire before the base is awarded.

14. Fielders may not impede the progress of any base runner if he does not have the ball.

15. The length of the bases will be 70 feet apart and the mound will be 48 feet to the back of home plate.

16. In the event of inclement weather or darkness, an official game will be three innings (2 1/2 if the home team is leading).

17. In the event of a tie game after six innings, one additional inning may be played if daylight permits, otherwise the game will be an official tie. During the play-offs, the teams will continue to play until a winner is determined by score.

18. There will be no bat restrictions.

19. A pitcher may only pitch a maximum of three innings per game, and a maximum of six innings per week, and may not pitch on consecutive days (one day of rest required). A fifth grader must complete two innings or six outs before the end of the fifth inning. No pitcher can return to pitching once he is removed from that position during that same game.

20. A pitcher who hits two batters with a pitched ball in one inning or three batters total in a game, must be removed as a pitcher for the rest of the game. The pitcher may be placed in another position.

21. A pitcher may not throw a deliberate curve ball. If a curve ball is thrown the Umpire will issue one warning and the next time a ball will be called.

22. If a coach makes more than two trips to the mound, the pitcher must be replaced on the second trip. Umpires will decide what constitutes a trip to the mound however crossing the baseline is considered a trip to the mound.

23. The catcher must be in full gear in order to catch. If the catcher is on base after one out, a courtesy runner may be allowed. All players shall wear protective cups.

24. The batting order shall include all players who are on the roster and present for Game. In the event a late player arrives they shall be placed at the bottom of the order and will play in the field the next time his team takes the field. All players shall bat in the order of the lineup, regardless of their fielding assignment or lack thereof.

25. Fake bunting is not permitted.

26. The home team will supply two new balls for each game.

27. Weekday games will begin at 5:45pm.

There will be a 7 run per inning limit however there is no limit in the bottom half of the last inning.

# Majors Schedule



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Date	Location	Time	Field S
Monday, April 28	Thillens	7:00 p.m.	1 - 2
Wednesday, April 30	Thillens	7:00 p.m.	4 - 5
Friday, May 2	Thillens	7:00 p.m.	3 - 2

Location		Proesel	Proesel	Proesel	Morton Grove	Morton Grove
Date	Game Time	Field #1	Field #2	Field #3	Prairie View	National Park
Monday, April 28, 2008	6:00pm	6 - 5	3 - 4			
Friday, May 02, 2008	6:00pm				6 - 7	1 - 8
Monday, May 05, 2008	6:00pm	1 - 3	5 - 2		8 - 6	4 - 7
Wednesday, May 07, 2008	6:00pm		5 - 1			
Friday, May 09, 2008	6:00pm			7 - 3	4 - 6	2 - 8
Monday, May 12, 2008	6:00pm	2 - 4	8 - 5		1 - 7	3 - 6
Wednesday, May 14, 2008	6:00pm		7 - 5			
Friday, May 16, 2008	6:00pm			4 - 1	2 - 6	3 - 8