



# **Lisle Baseball-Softball League, Inc.**

**2017 Baseball Managers Handbook**  
Updated for 2017 Season

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#### **INTRODUCTION**

The purpose of this manual is to familiarize the coaches, players, and the parents with the operation and organization of the Lisle Baseball/Softball League. We encourage you to use this book as a reference throughout the season to answer questions you may have.

The manual was compiled and authorized by the Lisle Baseball/Softball rules sub-committee that includes the following board directors: president, vice president umpire director, softball director and assistant director, and baseball director and assistant director. The president is the annual handbook coordinator.

“Coaches are, first and foremost, teachers: they are among the most influential people in a young athlete’s life. Because coaches are such powerful role models, young athletes learn more from them about character than about athletic performance.”

## **SECTION I LEAGUE BACKGROUND**

### **A. MISSION STATEMENT**

The mission of Lisle Baseball/Softball League, Inc., is to create a positive learning environment for the children of Lisle in order to promote sportsmanship and fun while learning the fundamentals of baseball and softball appropriate to various levels of competition, age, and skill.

### **B. LETTER FROM THE PRESIDENT**

Welcome to Lisle Baseball/Softball

Lisle Little League was established between 1955-1956. Games were played at the old Main Street School in downtown Lisle. Games were also played on property located on Warrenville Road. Dr. Mulaseck, who owned the property, donated a portion of it for a ball field.

In 1987 Lisle Little League had approximately 350 players (both boys and girls). It was incorporated as Lisle Baseball/Softball League, Inc. that same year. Board positions were created for girls' and boys' leagues so that the board could operate as one. A new board of directors was put into place in an effort to establish parity between the girls' and boys' leagues. This process continues today with approximately 500 players and 17 board members. All board members are volunteers who donate their time. They are dedicated to making this a league of which we can all be proud, but we are always looking for new volunteers.

Although Lisle Baseball/Softball League, Inc., uses the Lisle Park District facilities, it is not affiliated with the Lisle Park District. However, over the past few years Lisle Baseball, in cooperation with Lisle Park District, has enhanced and update the playing and safety conditions of several fields throughout the park system.

Lisle Baseball/Softball League, Inc., continues to strive for fun, good sportsmanship, and competitiveness for the youth of our community. To that end Lisle Baseball/Softball League Inc., has adopted a program of zero tolerance.

The board would like to thank all the parents, volunteers, players, and sponsors for participating in the league, and we hope you have an enjoyable experience.

Randy LaBelle, President  
Lisle Baseball/Softball League, Inc.

### **C. BOARD OF DIRECTORS (See Appendix A)**

#### D. 2018 LISLE BASEBALL / SOFTBALL BOARD MEETING SCHEDULE

Tuesday	April 17 <sup>th</sup>	7:00 p.m.
Tuesday	May 15 <sup>th</sup>	7:00 p.m.
Tuesday	June 19 <sup>th</sup>	7:00 p.m.
Tuesday	July 17 <sup>th</sup>	7:00 p.m.
Tuesday	August 21 <sup>st</sup>	7:00 p.m.
Tuesday	September 18 <sup>th</sup>	7:00 p.m.
Tuesday	October 16 <sup>th</sup>	7:00 p.m.
Tuesday	November 20 <sup>th</sup>	7:00 p.m.
Tuesday	December 18 <sup>th</sup>	7:00 p.m.

Board Meetings take place at the  
Lisle Park District Administration Building - 1925 Ohio Street  
Board elections are held at the October meeting.

#### E. LISLE BASEBALL / SOFTBALL ADDRESS AND PHONE

Lisle Baseball/Softball can be contacted by email, using our website, [www.lislebaseballsoftball.org](http://www.lislebaseballsoftball.org). Click on "About" and then "Contact Info" to see a list of board members. You may email board members from this page.

DO NOT CONTACT THE PARK DISTRICT FOR BASEBALL / SOFTBALL RELATED QUESTIONS.

#### F. WEBSITE

WEBSITE: [www.leaguelineup.com/lislebaseballsoftball](http://www.leaguelineup.com/lislebaseballsoftball)

(Visit our website for current information, plus the complete softball & baseball league rules & the Lisle Park District injury and property damage incident form.)

#### G. LISLE PARK DISTRICT

1. **The Lisle Baseball/Softball League, Inc., and the Lisle Park District are two completely separate entities.** The Lisle Park District is responsible for maintaining the fields by lining, dragging, and mowing. **Please DO NOT contact the Lisle Park District with problems or concerns.** All issues related to baseball/softball, including field issues, should be run through Lisle Baseball/Softball League, Inc.
2. Lisle Park District (LPD) requires an incident form to be filled out if an injury or property damage occurs on their property. This form can be found on our web site. Please print it; fill it out; and, hand-deliver form to or fax (630-964-7448) form to Mike Toohey, LPD Superintendent of Recreation, within 96 hours of the incident. Within 24 hours of incident, notify your league commissioner by voice or e-mail—this person will then notify the baseball or softball director.

## **H. FIELD LOCATIONS (See Appendix B)**

1. We urge everyone to help keep these fields and parks neat, clean and beautiful.
2. Please respect residence's private property and village parking restrictions when visiting the parks. Driving on park land (paths & grass areas) is prohibited.
3. No alcoholic beverages are allowed on Park District property.

## **I. LISLE HIGH SCHOOL PRIORITY**

1. Lisle High School athletic teams have ball field and facilities priority over Lisle Baseball/Softball. This priority afforded Lisle High School is a result of an inter-governmental agency agreement that the high school has with Lisle Park District.
2. As a result, Lisle Baseball & Softball teams must not interfere with the use of any Lisle Park District ball field or facility that a Lisle High School team is using or attempting to use for practice or games.

## **J. PRIVACY & CONFIDENTIALITY ISSUES**

1. Lisle Baseball/Softball, Inc. will make every reasonable effort to protect the privacy and confidentiality of its participants. Lisle Baseball/Softball, Inc. will not knowingly divulge private player information to third parties not involved with the administration and management of the league. Lisle Baseball/Softball will provide player registration information to the volunteer managers and coaches that is needed to organize and administer the baseball and softball teams.
2. Team volunteer managers and coaches do not have the authority to share player information to third parties—they have the responsibility to protect this information from being divulged outside of the team's adult volunteers.
3. Lisle Baseball/Softball volunteers will need to contact players and parents on a frequent basis prior to, and during, the actual "season" in order to conduct league and team business. These frequent contacts would normally be accomplished via e-mail and phone.

## **SECTION II MANAGERS AND COACHES**

### **A. How Coaches/Managers are selected**

It is the desire of the Lisle Baseball / Softball League Board of Directors that all qualified adults that volunteer to manage or coach have an opportunity to do so. However, in situations where there are more manager and coach volunteers than there are openings, the selection will take the following into consideration:

- a. Previous experience as a manager or coach in the Lisle Baseball/Softball league and past successful compliance with league rules and policies.
- b. Prior year's survey results – candidates need to rank high on knowledge of the game, instruction of the game, and communication.
- c. Successful background check
- d. Completion of coach's clinic  
Baseball/Softball directors, umpire director, and league commissioner will make the final determination of the manager and coach.

**Note:** Any manager/coach not abiding by the rules/policies, or not meeting league standards, or exhibits poor judgment, can be removed from his/her position for a temporary period, or permanently, if Lisle Baseball/Softball determines it is in the best interest of the league or players

### **B. League Commissioners' Responsibilities**

- a. Responsible for assisting with player evaluations and the draft
- b. Responsible for helping with registration.
- c. Responsible for final selection of the team managers and coaches (review with in-house director)
- d. Confirming final schedule
- e. Responsible for helping in the distribution and collection of team equipment, responsible for distribution of team trophies and team pictures
- f. Handle all discrepancies during the season – if needed, discuss with in-house director, i.e., all rules and game protests
- g. Be sure the league standings are correctly posted to the website
- h. Discuss rules at draft
- i. Responsible for the distribution and collection of equipment box and light box keys.
- j. Advise Field Director of missing or damaged field box supplies

### **C. Managers' Responsibilities**

- a. Responsible for well being of players
- b. Attend certification class—Shetland/Farm/8U
- c. Attend rules training
- d. Responsible for all communications to the players/parents, i.e., schedules, practice times, etc.
- e. Prepare lineup before each game
- f. Create a learning experience for players
- g. Prepare for next level of play through play time and instruction
- h. Draft or evaluation (selection of players)
- i. Discuss rules with players
- j. Schedule practices with a plan

- k. Responsible for teaching the fundamentals to players, including pitching, throwing, fielding, hitting, catching, position by position
- l. Discussion with parents at beginning of season, copy and hand out parent section of this manual to all parents, discuss goals of season
- m. Responsible for the conduct of coaches, players, and parents
- n. Report any injury or property damage to Lisle Park District property using Lisle Park District incident report form (download from web site).

#### **D. Coaches' Responsibilities**

- a. Assist the manager in planning during the year, e.g., instruction and drills
- b. Reinforce all fundamentals to players
- c. Assume manager duties when manager is absent
- d. Shetland/Farm/8U coaches must attend certification class

#### **E. Communication with Parents**

- a. Each parent to receive a copy of the parent section of this manual
- b. Schedules
- c. Plan for the year
- d. Goals based on level
- e. Season schedule
- f. Assistance if necessary

#### **F. Communication with Players**

- a. Expectation of players
- b. Team environment
- c. Good listeners
- d. Work hard and pay attention at practice and games
- e. Have a positive attitude
- f. Have their equipment at practices and games
- g. Wear complete uniform to games
- h. Never yell at another player on the team or opposing team
- i. Have fun

#### **G. Equipment**

- a. All equipment and uniforms will be picked up at the equipment shed. The equipment shed is located next to the Parks Maintenance building. Take the west fork in the road next to the west side Lisle High School parking lot. Continue past the chain link gate and you will see a building like a one car garage on your left. That is the equipment shed.
- b. Equipment List: **See Appendix C.**
- c. Pickup / Return of Equipment

Managers are expected to meet the designated pick-up and drop-off times. If a manager cannot make the scheduled times, he must have the coach or parent fill in. All equipment must be returned clean, complete, and without personal markings on it. If equipment is returned dirty, a manager may be asked to clean it on the spot. During the season should you need repair, replacement, or special equipment, contact the Equipment Director (Appendix A).

## **H. Uniforms**

- a. Uniform pick up and pants / shorts exchange at Equipment Shed
- b. Lining up players from smallest to largest facilitates proper distribution of uniforms. This will ensure the best fit. (Be sure to account for absent kids.) Do not promise certain numbers to your players, as this will needlessly complicate matters. See 'Appendix A' for uniform director.

## **I. Field Boxes**

- a. The field boxes will contain bases, base receiver plugs, umpire equipment, rakes, and icepacks. Do not add personal items to the boxes. Never store chalk or Turface in the box.
- b. Field boxes must be locked at all times to prevent pinched fingers and theft. This will also keep the inside dry should it start raining.
- c. When removing base receiver plugs for play make sure they are put in the field box. This will help the last person on the field that day find them.
- d. Make sure if you are leaving equipment out for the next group they are part of Lisle Baseball / Softball as they are the only ones with keys to our boxes.
- e. Report all missing or damaged field box supplies to Field Director or your League designated field box caretaker.

## **J. Draft procedures**

Lisle Baseball / Softball conducts a draft each year for the 8U, 10U/Mustang, 12U/Bronco, and Majors/Pony leagues. As best as we can, we strive to meet the primary objective of having all competing teams being evenly matched in terms of skill. In addition, we desire each team to be made up of individuals from the different schools and subdivisions of Lisle, thus allowing players and parents to play, work, and cooperate with people they normally don't even have the opportunity to meet. We request that all evaluation scores be kept confidential and that all managers contact their players within two to three days of the draft. Again, the purpose of the evaluations and drafts are to provide parity within the different leagues. Therefore, all players are encouraged to attend tryouts.

### **a. Farm & Shetland Assignment**

- i. A skills evaluation takes place at registration (Farm only). This evaluation allows the League Commissioner to balance the skill level throughout the league. The league assigns teams taking into consideration requests for car pools, neighborhoods, and schools whenever possible.

### **b. 8U Draft**

- i. The 8U league conducts evaluations at the time of registration. Each player gets a total score evaluation (3-15). At the draft each team manager has to select players that have accumulated scores of approximately 110. The players' identity and ages are hidden at this time. Only their evaluation scores are provided to the manager selecting the team. Each team should have the same number of players (approximately 12). Sisters are kept on the same teams if requested by parents at registration. The manager's daughter and one coach's daughter are protected on their team and their scores are included into the above

accumulated total score. This “two player protection rule” prevents “stacking” the team when more than one coach tries to partner up with a manager. After the team is selected, the manager and coach will receive their selected players’ registration forms (at the draft). At this time the manager and coach will try to accommodate any carpooling requests, etc. (that are written on the registration forms) by trading with other teams. Trades with other teams must be done at the time of the draft with the approval of the baseball/softball director or league commissioners. Trades should be done according to similar scores. Unfortunately, not all registration form requests can be accommodated. The scores that are used at the draft are for the purpose of providing parity within the league

### **c. Mustang, Bronco, Pony League Drafts**

- i. These drafts usually take place mid March after the evaluations have been completed (in late February). All potential managers and coaches are invited to attend the evaluations. Subsequently, the league commissioners and baseball/softball directors will provide the completed evaluation forms to the selected managers and coaches that have been selected. If the league is large enough to support two divisions, the A division draft will take place prior to the B division draft. Only one manager’s child and one coach’s child per team will be protected. Prior to the B draft the players selected in the A draft will be removed from the evaluation forms. The players are ranked according to hitting, fielding, throwing and pitching. The draft will be a snake draft with every other round reversing team order. The managers and coach’s children will be “slotted” into their proper spots according to their evaluation scores. The team slots will be determined by the aggregate scores of the managers and coaches’ children. The highest aggregate will go first (far left column) and lowest will go last. The remaining teams will be in between according to aggregate score. All players that did not attend evaluations (DNT’s), but have an evaluation history with Lisle Baseball may be slotted into the draft at the League’s discretion. DNT’s without a “history” are not draft eligible, and will be randomly distributed to teams until all DNT’s are accounted for. In addition, any rule changes or rule clarifications will be discussed at the draft. Any available player can be drafted in any round regardless of age. Keep in mind some leagues require a certain number of younger players and innings pitched by some younger players. Teams that selected a “sponsor-related” player will have the first choice of a team name, if not taken already. Remaining teams will select team names according to draft order (left to right). After the team is selected, the manager and coach will receive their selected players’ registration forms (at the draft). At this time the manager and coach will try to accommodate any carpooling requests, etc. (that are written on the registrations form) by trading with other teams. Trades with other teams must be done at the time of the draft with the approval of the league director or league commissioners. Trades should be done according to similar scores. Not all requests can be accommodated.

### **K. League Teams and Player Information**

All information gathered at league drafts will be E-mailed to league commissioners, managers, and coaches. It is their responsibility to forward any pertinent information to the players and parents.

## L. Game Day Responsibilities

### a. Pre-game

- i. Home Team: Open field box and set up bases and pitchers rubber. Place base receiver plugs in box. Have umpire equipment ready and vouchers filled out. Lock field box.
- ii. Home team infield practice is 30 minutes before game.
- iii. Visitors infield practice is 15 minutes prior to game.

### b. Post game

- i. Home Team: Put bases, umpire equipment and field supplies away. Put base receiver plugs in. Rake level all wear areas in batters boxes and pitching area.
- ii. Both Teams: Dugouts and bench areas must be cleaned.

## M. Rainout Information

In the case of inclement weather a decision as to whether games will be played will be made no later than 4:45 p.m. on weekdays or one hour and a quarter before game time on weekends. Information regarding cancellations can be obtained from the league website ([www.leaguelineup.com/lislebaseballsoftball](http://www.leaguelineup.com/lislebaseballsoftball)). Once the Manager has gotten the information he should immediately contact his players. **Do not assume that players and families have checked the website.** Lisle Baseball/Softball will be using volunteers as field spotters on inclement days for reporting field conditions. If your game has been cancelled due to weather, or other reason, please do not use the field as this may cause an increase in the time it will take to get the fields ready for play.

### a. Rainout Information for games scheduled in other towns within the Greater DuPage Baseball Association (GDPBA)

Information regarding cancellations can be obtained from the rainout voicemail number of the town in which the game is scheduled to be played. The rainout hotline numbers for all GDPBA towns will be provided to managers and coaches at the pre-season GDPBA coaches meeting and/or by Lisle league commissioners.

Do NOT rely on the Lisle rainout info on the website if your game is scheduled in another town. Frequently, weather and field conditions will vary from one town to another and games may be canceled in one town, but not canceled in another.

## N. Umpires

The umpires to be assigned to your games are trained and managed by Lisle Baseball/Softball League, Inc. (excluding the girls Major league that uses an outside service of experienced umpires). The umpire crews are comprised of Lisle kids age 13 to college age. Each umpire goes through a minimum of six hours of training each year with professional umpires.

Umpires will be assigned to games based on their level of experience and prior year's evaluations. In an effort to train better umpires, LBS will assign only one (1) umpire to most lower-level league games.

Lisle Baseball/Softball has a zero tolerance policy regarding any abuse of umpires, either physical or verbal, from coaches, parents, or players. Violations could result in

removal from the game/facility, ban from future games that season or a lifetime ban from Lisle Baseball/Softball to be determined by the board of directors.

**Only the team manager may address the umpire regarding rules or judgment clarifications. Team managers are responsible for the behavior of their parents. A manager can be removed from the game if the parents cannot be controlled. REMEMBER... these are not major league umpires. They are our children and our neighbor's children. AT NO TIME WILL AN ADULT TOUCH, BUMP, YELL AT OR OTHERWISE ABUSE A LISLE UMPIRE.**

Coaches can help tremendously in our evaluation of umpires. If you have an umpire who is exceptionally good or bad, please bring that to the attention of the umpire director by E-mailing him at [kevinwirth@hotmail.com](mailto:kevinwirth@hotmail.com). Finally, Lisle umpires are trained and encouraged to call a large strike zone. No one wants to watch a game of walks. Teach your players to swing the bat.

#### **a. Payment of Umpires**

**Please inform the Director of Baseball Operations if an umpire fails to show up for a game.** Unless notified by a team manager that an umpire did not show for an assigned game, the league will handle payment of all umpires. No vouchers will be issued.

### **O. Lightning Warning**

Players must stop play and seek shelter anytime they believe lightning threatens them, even if a warning signal has not been sounded. Lightning is a severe hazard that must be viewed seriously.

**Managers and Coaches are responsible for making these decisions, not the umpires. Once lightning has been spotted (or thunder has been heard), have the players immediately leave the field of play and seek shelter. The safety of the players is our utmost concern. Finishing the game is immaterial.**

In Community Park players will be warned by the Park Districts' Thor Guard Lightning Prediction System, which sounds one prolonged blast of the horn signaling suspension of all play.

Resume of play is signaled by three five-second blasts from the horn.

Please keep in mind there are two audible warnings:

Lightning imminent – one prolonged horn blast

Reduced danger –three five-second horn blasts

**Regardless of the Thor Guard System, once lightning has been spotted (or thunder has been heard), have the players immediately leave the field of play and seek shelter.**

### **P. Publicity (News)**

Lisle Baseball/Softball League is not responsible for publishing any articles or materials for newspapers.

## Q. League Survey

At the end of each season a survey will be distributed to each parent to obtain his or her feedback regarding the league. The surveys will also be posted on the league website. Manager and coach's ratings from these surveys will be used to determine the following year's selection of managers and coaches. Failure to pass out and collect these surveys will disqualify the manager and coach for the following year.

## R. Picture Day Information

Lisle Baseball/Softball picture day is scheduled for a Saturday in May. Managers will be informed of the date and time by their League Commissioner. Managers and coaches should have their teams arrive at Lisle High School 15 minutes prior to their scheduled times. This will allow the coach to make sure all forms are complete, line kids up tallest to shortest, and allow for any latecomers. Have players wear uniforms and hats for team photos. Photo make-up day will be announced on the website. The managers and coaches will be responsible for their players (no horseplay). Pictures will be taken in the high school – NO CLEATS ARE PERMITTED INSIDE THE HIGH SCHOOL.

The photographer will have extra envelopes at photo day. However, it is very important that the original envelopes that were passed out to the coaches be delivered to players ASAP so parents can complete and have ready on photo day. Please note that complimentary coach/player photos are offered to coaches who have a son/daughter on their team and have purchased a photo package. It is the responsibility of the coach to notify the photographer if they want the photo taken.

## S. Tournament Teams

The league will hold open tryouts for tournament teams in each age group. Tryouts will be held early in the season over a two weekend period. The league directors will select respective post-season tournament team managers. It is encouraged that tryouts be open to all Lisle players in the appropriate age group.

## T. Responsibilities for using C6 (baseball teams only)

- a. C6 field closing responsibilities are to be shared by the adults of BOTH TEAMS.
- b. The drag machine should be moved outside the field before each game. It is to be returned inside the field after the last game of the day. Make sure on each machine the keyed ignition switch is left in the proper position. **No one may use the drag machine on C6 other than official groundskeeper(s).** There is a hand drag mat available in the tool room should you need drag the field.
- c. The Home team can assign someone to run the scoreboard and the speaker system. The sound system should be used whenever possible. The announcer should be professional and non-bias. Directions for use of these are posted in the press box. An adult must be in the press box when scoreboard controller and speaker system are in use. The press box is not a playground.  
BOTH TEAMS are responsible for cleaning the press box and locking the press box windows, unplugging the scoreboard controller and PA system.
- d. Tarps should be used on the dirt sections of the infield. Do not leave the tarps on the grass as that will kill it. Leave the tarps outside the field during games.

When removing tarps dump any collected water in foul territory. The tarps must be set every night because the field has a sprinkler system. The tarp spikes should be kept in the bucket when not in use.

- e. Holes or impressions in the pitchers mound and batters box should be leveled and one sprinkler can of water from tool room should distributed over these areas prior putting the tarps on.
- f. Dugouts and perimeter field areas cleaning is the responsibility of both teams.
- g. Home team must stay until the concession workers are finished.
- h. The light switch for the field lights is in the C6 tool room on the wall to the right of the shelves. It has a bright yellow cover. The switch is a momentary type which means you tap it up to turn on the lights and down to turn them off. Do not hold the switch in any position. **LIGHTS CANNOT BE TURNED ON PRIOR TO 7:00 P.M. Lights must be off by 10:45 p.m.** Home team is responsible for turning off the lights and making sure the field gates and Tool room are locked. There should be no need to go into the fuse boxes.
- i. All tools must be placed back into the C6 tool room when not in use.
- j. The pitchers mound, homeplate, and infield areas should only be hand raked inward, not to the grass sides.
- k. All other Game Day Responsibilities in Section II should be followed as well as items below.

## **V. Responsibilities for using Park District Fields**

### **a. Removing Water and Dragging the Field**

- i. NEVER sweep water or mud off the infield. Use the roller squeegee in C6 tool room to move puddles to the drier areas of the infield. Digging trenches to drain water is prohibited.
- ii. Always remove the bases and insert base plugs before dragging or raking the infield.
- iii. Dragging with the screens should be done in a circular path from the front of the infield dirt to the backside. This is not a race. Stay one foot away from the grass edges so as to not create a "lip". DO NOT drag from baseline to baseline. This will push dirt off the infield and create a lip where the grass meets the dirt.
- iv. Only Turface should be used on the fields. DO NOT use cat litter. Bags of Turface can be found in the C6 tool room. Do not use more than 2 bags at a time. Spread out the Turface and rake in. The surface of these fields can take (and needs) a lot of water. If the field is extremely wet, continue to drag it with the tractor, spikes down. It will eventually turn up enough dry dirt. This may take as long as two hours, but the field can be made playable in most cases if there is enough sunshine or wind to help dry it.

### **b. Foul Lines**

- i. The baseline in the ball mix infield should be lined with chalk. The outfield grass should be lined with paint. To line the infield, take the string in the tool room. Pound one stake at the BACK POINT of home plate. Stretch the string in a straight line so that it passes just on the outside edge of 1B and 3B and pound a second stake on the edge of the infield dirt. This will give you a line to follow with the chalker or stripper. The outfield lines should be

done in the same manner stretching the string from the point on the infield where the foul line ended to the foul poles.

**c. Batter's Box**

- i. A frame for the batter's box is in the C6 tool room. The form should be set up 6 inches from home plate and evenly placed between the front and back of the plate.

**d. Lights / Tools**

- i. LIGHTS CANNOT BE TURNED ON PRIOR TO 7:00 P.M. **Lights must be off by 10:45 p.m.** The Home team manager of the last game played is responsible for ensuring the lights are turned off. The light box for fields 2, 3, 4, and 5 is located on one of the light poles at each field.
- ii. All tools taken from C6 tool room or field boxes must be returned to their original location.

**e. Backstops/Fences**

- i. Soft toss hitting against the backstops and/or fences is prohibited unless wiffle balls are being used.

**W. Drag machine**

- a. **No one may use the drag machine on C6 other than official groundskeeper(s).** The red Drag machine is for dragging the infield. It can be used with the spikes down to dig up dry dirt or a screen drag for a final smoothing of the field. Do not use the grader bar feature of this machine
- b. Gas for the drag machine is stored in the fireproof cabinet in the C6 tool room. If you empty the can, be sure you fill it for the next person. The Drag machine must be removed from the field during games and returned to the field every night. Keys for The drag machine are in the C6 tool room hanging from a nail. **DO NOT GO HOME WITH THE KEYS IN YOUR POCKET.** When finished the key must be turned to the proper position to prevent the batteries from draining.

**X. Benedictine University/Benet Academy Facilities**

- a. Lisle Baseball/Softball teams are not allowed to use any facilities at Benedictine University or Benet Academy for unauthorized practices and/or games.
  - i. Official Lisle Baseball/Softball games (never practices) may be authorized from time to time at these facilities. Actual date & time authorization and permission for games at Benedictine University and/or Benet Academy must be confirmed 24 hours before game time by team manger.
  - ii. Violation of any Benedictine & Benet property and facility policies and rules by team manager, coaches, players and/or parents will result in identified teams being banned from playing at these facilities.
  - iii. Any team manager, coach, player and/or parent involved in an embarrassing incident or an incident involving poor judgment on Benedictine or Benet property will result in the entire associated team being banned from playing at these facilities.

## **SECTION III PLAYERS, UMPIRES, PARENTS, MANAGERS & COACHES**

### **A. Zero Tolerance Policy**

Lisle Baseball/Softball leagues are meant to provide a fun, rich, and rewarding experience for all involved (players, coaches, family, and friends). Lisle Baseball/Softball does not condone or tolerate any abusive, violent, or harassment (gender, religious, ethnic, sexual-physical, verbal, visual, intimidating) behaviors. To ensure the appropriate atmosphere for these activities, the league has adopted a Zero Tolerance policy, which means that behavior that is inappropriate may result in disciplinary action. In addition, the Lisle Baseball/Softball League cooperates with local, state, and/or federal authorities in the investigation and prosecution of abuse/violence/harassment behaviors and activities that are violations of laws. The Board of Directors approved the following policies prior to the 2017 season.

### **B. Behavior Expectations**

All players, managers, coaches, and spectators are expected to conduct themselves in a supportive and encouraging manner to their own teammates, as well as the umpires, opposing players, coaches, and spectators. Anyone whose actions are considered unsportsmanlike shall be subject to disciplinary action. Examples of inappropriate behavior include (but are not limited to):

- Throwing any object in anger (bat, batting helmet, ball, glove, etc.)
- Using disrespectful or foul language
- Badgering, criticizing, or jeering the opposing team
- Any conduct that is disrespectful or threatening to the umpires
- Fighting and/or using physical threats toward anyone
- Any conduct not supportive of the mission of Lisle Baseball/Softball.

### **C. Disciplinary Actions**

In accordance with the Zero Tolerance Policy, one game suspensions issued at the time of an infraction (either by a manager or umpire) or additional disciplinary actions issued by the Boys/Girls Commissioner are NOT subject to appeal.

#### **1. Players**

The manager of a player whose conduct is in violation of the above expectations shall have the authority **to eject the player from the current activity, and suspend the player for a period of time not to exceed the next game.** Any such action must be communicated, in writing, to the Baseball/Softball Director within 24 hours. **The Boys/Girls Director will have the discretion to determine if additional disciplinary action is warranted, including additional suspension.**

#### **2. Managers/Coaches/Other Adult**

Any manager, coach, or other adult whose conduct is in violation of the above expectations **shall immediately be ejected from the current game and suspended from the next game.** If the incident occurs after a game is completed, the offender(s) will be suspended from the next game. The chief umpire will provide a written explanation of the action to the Boys/Girls Commissioner within 24 hours.

**The Baseball/Softball Director will have the discretion to determine if further disciplinary action should be recommended to the League Board of Directors.** Additional disciplinary action could include: additional suspension, an explanation by the offender before the Board of Directors, or expulsion from the league.

The team manager is expected to control the behavior of the players, spectators, and coaches. **If at the request of the umpire, the manager refuses to exercise control of the team, the manager and the offending parties will be ejected from the game and suspended from the next game. If the incident occurs after a game is completed, the offender(s) will be suspended from the next game.** The chief umpire will provide a written explanation of the action to the Director of Baseball Operations within 24 hours. **The Director will have the discretion to determine if further disciplinary action should be recommended to the League Board of Directors.** Additional disciplinary action could include: additional suspension, an explanation by the offender before the Board of Directors, or expulsion from the league.

#### **D. Guidelines for a Coach-Parent Partnership**

Research is clear that when parents and teachers work together a child tends to do better in school. There is no reason to think that it is any different in youth sports. The following are some guidelines for how parents can contribute to a Coach/Parent Partnership that can help the athlete have the best possible experience.

- 1. Recognize the commitment the coach has made.** For whatever reason you have chosen not to help coach the team, the coach has made a commitment that involves many, many hours of preparation beyond the hours spent at practices and games. Recognize his commitment and the fact that he is not going it because of the pay! Try to remember this whenever something goes awry during the season.
- 2. Make early, positive contact with the coach.** As soon as you know who your child's coach is going to be, contact them to introduce yourself and let her know you want to help your child have the best experience they can have this season. To the extent that you can do so ask if there is any way you can help. By getting to know the coach early and establishing a positive relationship, it will be much easier to talk with her/her later if a problem arises.
- 3. Fill the coach's emotional tank.** When the coach is doing something you like, let him know about it. Coaching is a difficult job and most coaches only hear from parents when they want to complain about something. This will help fill the coach's emotional tank and contribute to his doing a better job. It also makes it easier to raise problems later when you have shown support for the good things he is doing. And just about every coach does a lot of things well. Take the time to look for them.

4. **Don't put the player in the middle.** Imagine a situation around the dinner table in which a child's parents complain in front of her/him about how poorly his/her math teacher is teaching fractions. How would this impact this student's motivation to work hard to learn fractions? How would it affect the student's love of mathematics? While this may seem farfetched, when we move away from school to youth sports it is all too common for parents to share their disapproval of a coach with their children. This puts a young athlete in a bind. Divided loyalties do not make it easy for a child to do her/his best. Conversely, when parents support a coach, it is that much easier for the child to put their wholehearted effort into learning to play well. If you think your child's coach is not handling a situation well, do not tell that to the player. Rather, seek a meeting with the coach in which the situation can be discussed.
5. **Don't give instructions during a game or practice.** You are not one of the coaches. So do not give your child instructions about how to play. It can be very confusing for a child to hear someone other than the coach yelling out instructions during a game. As in #4 above, if you have an idea for a tactic, go to the coach and offer it to him. Then let him decide whether he is going to use it or not. If he decides not to use it, let it be. Getting to decide those things is one of the privileges he has earned by making the commitment to coach.
6. **Fill your child's emotional tank.** Perhaps the most important thing you can do is to be there for your child. Competitive sports are stressful to players, and the last thing they need is a critic at home. Be a cheerleader for your child. Focus on the positive things they are doing, and leave the correcting of mistakes to the coach. Let them know you support them without reservation regardless of how well they play.
7. **Fill the emotional tanks of the entire team.** Cheer for all of the players on the team. Tell each of them when you see them doing something well.
8. **Encourage other parents to honor the game.** Don't show disrespect for the other team or the officials. But more than that, encourage other parents to also honor the game. If a parent of a player on your team begins to berate the official, gently say to them, "Hey, that's not honoring the game. That's not the way we do things here."

**Parents' responsibilities:**

- Have players at practice and games on time.
- Pick up players from practice and games on time.
- Parents are encouraged to attend practices.
- For younger players (Farm and Shetland) make sure players have used the bathroom prior to games and practices.
- Notify manager of child's absence
- Notify manager of child's injuries, allergies, special needs, etc.

## E. Sports Conflicts Guidelines

It is recognized children participate in a number of activities throughout the year. Participants should be encouraged to experience many activities as this contributes to their growth and development. It is also recognized that on occasion two or more activities may conflict and a choice must be made.

The following guidelines have been adopted to assist in the decision making process and to assure fairness to all the coaches, players, and program involved. Parents and coaches should recognize these programs are **FOR THE CHILDREN**. The child's feelings must be taken into account. When dealing with conflicts, coaches and parents must not put the pressure on the young athletes.

Communication is the key to resolve many conflicts. If the coaches are aware of problems in advance, often the conflict can be worked out to the benefit of all participants and teams involved.

1. School-related sports, activities, and homework must have first priority. It is the parents' responsibility to assure school commitments are taken care of before extracurricular activities are scheduled for their children.
2. A game or competition in one sport shall have priority over a practice in another sport. The coach of the sport the child will not attend should be given reasonable advance notice.
3. When a game-game or practice-practice conflict occurs, the parent and child must make a decision. The coach of the sport the child will not attend should be given reasonable advance notice in fairness to the rest of the team.
4. When conflicts exist, a child shall not be penalized for choosing one activity over another.

**Attendance at practices is extremely important.** Preseason practice substantially determines the positions the child can play and reveals those areas of instruction which require concentration. It is the parents' responsibility to assist the child in adhering to the practice and games schedule.

## **SECTION IV      LEAGUE RULES**

### **LISLE BASEBALL & SOFTBALL LEAGUE, INC. SHETLAND LEAGUE RULES**

**Only youth who have paid their Lisle Baseball registration fees are eligible to play. All paid & registered players are expected to participate in each game unless excused by player's parent.**

- 1.** All games will be played in grassy areas designated by the league or designated baseball fields around town. Most games take place on the field just east of Lisle Senior High School.
- 2.** Games will start at 6:00 p.m. (or other League designated times). Games will end after three (3) innings.
- 3.** The home team is responsible for setting up the infield. Therefore, it would be helpful if the home team manager and coaches could get to their respective fields early so the games can start on time. The home team should sit on the third base side.
- 4.** Bases will be 50 feet apart. The pitcher's area shall be wherever the coach pitching is comfortable. The player-designated pitcher is to be behind the coach and off to either side. Coaches are to try to protect the opposition's player in the event of a hard hit ball.
- 5.** Each child on the team bats every inning. There will be no strikeouts. Each child will get six (6) pitches from his coach. If the ball is not hit after those six pitches, then it should be placed on a tee. Foul balls on the sixth pitch do not count as a pitch.
- 6.** Since every child will bat every inning, outs will not be recorded. However, in order to develop the skill of running bases, for the first five (5) scheduled games a player who is tagged, forced, or hit out shall be able to remain on base. After the fifth scheduled game for any forced, tagged, or hit out the player(s) shall leave the base paths.
- 7.** The infield will have all appropriate positions, including one pitcher. The outfield should consist of a maximum of four (4) fielders. All remaining players are to be in a private practice session.
- 8.** There will be no catchers. It will be responsibility of the team batting to supply a coach/parent to retrieve balls thrown by the pitcher.
- 9.** Wood or aluminum official T-ball bats will be used.
- 10.** The last batter in the inning after hitting the ball shall run all four bases. The defense should be instructed to make only one (1) attempt at a put out and then get the ball to a coach.
- 11.** The fields will be marked by paint. They will have bench lines, on deck circles, foul lines, base marks, fielder locations and field numbers. Insist that players only swing foam bats in the on deck circles.
- 12.** Should the Park District's early lightning detection system sound or should you see any lightning, the games will immediately be called off and everyone should go home.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.**  
**BOYS' BASEBALL**

**General Farm, Mustang, Bronco and Pony League Rules**

The primary purpose of Lisle Baseball/Softball League, Inc. is to teach young people good sportsmanship and the fundamentals of baseball. Winning may be important but is secondary to the teaching and enjoyment of the game.

Play will be governed by Lisle Baseball League Rules; Pony Baseball Rules; Official Baseball Rules and Greater DuPage Baseball Association rules where applicable. Only youth who have paid their Lisle Baseball 2018 registration fees are eligible to play & practice in the Farm, Mustang, Bronco, and Pony Leagues. Players currently playing for a full-time travel team are not eligible to participate in the Farm, Mustang, Bronco and Pony Leagues unless permission is granted by the boys baseball director.

**The following rules apply only to Farm, Mustang, Bronco and Pony Leagues.**

**1. Equipment**

Players may use their own bats at their own risk. NOTE: Individual league rules may override the types of bats allowed.

Players may not use shoes with metal cleats. **Exceptions:** Pony League and above

**2. Protective Cups**

Athletic supporters with protective cups are MANDATORY FOR CATCHERS and are highly recommended for all players. If a team's catcher is found **not** to have a protective cup, the player will be removed from the game and cannot return to the game (even if the catcher gets a protective cup).

**3. Dugout**

The dugout area will be the bench behind the first and third base lines, except on Community Field #6 where official dugouts are provided.

Coaches and managers must remain behind the fence and out of the fence opening onto the field unless they are occupying one of the two coaches boxes.

For those fields not having fences, the dugout line will be the backstop extended, or a line ten (10) feet from the base path, whichever is greater.

**4. Authorized Personnel**

Unauthorized persons in the dugout will be asked to leave, and after one warning, the umpire will **stop** the game until the unauthorized person leaves the dugout.

**5. Practices**

All practices are to be a maximum of 90 minutes in length. A manager may schedule additional practices during the season, but this will be limited by field availability. Any additional practices must be arranged through the league scheduler.

Both teams may have up to fifteen (15) minutes infield warm-up prior to game time. The visiting team will have the field fifteen (15) minutes prior to scheduled starting time and the home team fifteen (15) minutes prior to the visiting team. For night games,

each team will be limited to ten (10) minutes.

If both teams arrive early for batting practice, the time shall be divided evenly between the two teams. No one is allowed to practice on the field after the scheduled starting time.

A manager failing to share a field will be suspended for one (1) game. A second offense will result in a one (1) year suspension.

## 6. On Deck Hitters

The on-deck batter shall wait behind the fence on all ball fields with the exception of Community Field #6. **For CF #6, the on-deck area is located at the end of the dugout farthest from home plate.** On-deck hitters must wear helmets at all times.

## 7. Backstop

Absolutely no one is allowed behind any part of the backstop during the game. It will be the responsibility of each team manager to assist the umpires in keeping the backstop area clear. The umpire will **stop** the game until the backstop area is clear.

### Exception:

On those fields not having fences, one on-deck hitter is allowed behind the backstop.

## 8. Helmet Rule

Anyone under the age of 18 occupying a coach's box or acting as a batboy/girl or dugout assistant must wear a protective helmet. There are **NO** EXCEPTIONS.

## 9. Warming Up a Pitcher

Anyone under the age of 18 must wear a catcher's mask and protective cup while warming up a pitcher. This applies to the warming up of the official pitcher or a relief pitcher either on or off the playing field. There are **NO** EXCEPTIONS.

## 10. Questioning the Umpire

Only one authorized team manager is permitted to question an umpire.

Coaches shall confine themselves to strictly coaching and keeping score. Questioning of an umpire by any coach or other adult **MAY** result in the immediate ejection of that coach or other adult.

Only the interpretation of rules can be questioned. Umpire judgment calls are not to be questioned.

## 11. Ejected Personnel

Any manager, coach or other adult who has been ejected from a game must leave the playing area and proceed directly to the parking area. Failure to do so **WILL** result in the game being forfeited to the opposing team.

An ejected player must remain on the bench during the remainder of the game.

## 12. Scorebook

Each team shall keep an accurate scorebook, and scorekeepers should check the score at the end of each inning.

The Home Team scorebook must contain a complete and accurate record of each game (including complete pitching information where applicable). The Home Team scorebook is official, and will be used to resolve any disputes.

### 13. No League Umpires Present

If league umpires are not present, each team shall furnish one (1) adult umpire (18 years of age or older). They will alternate after three (3) full innings from behind the plate and the field with the home team behind the plate first.

The plate umpire must use all of the protective umpire gear.

If only one (1) league umpire is present, that umpire will do both plate and bases. The umpire will be positioned behind home plate and will be responsible for moving into the correct position to make all calls.

### 14. Canceled Games

A canceled game is one that has not become official. The **ONLY** valid reasons for postponing a regularly scheduled game are rain, other unplayable field conditions or darkness. These games will not count in the standings.

With the exception of the playoffs in certain leagues and leagues playing in the Greater DuPage Baseball Association, there will be no makeup games. Each team is overscheduled by 2-3 games to allow for potential lost games.

During the playoffs, the **HOME TEAM** manager is responsible for contacting the Director of Baseball Operations ([jdjlau@comcast.net](mailto:jdjlau@comcast.net)) regarding the rescheduling of a postponed game. The game shall be played on the first available date as determined by the Scheduler, which does not conflict with previously scheduled games.

### 15. Must Slide Rule

Runners **MUST SLIDE** or **AVOID CONTACT** at any base when the defensive player has or is about to receive the ball to make a play.

If there is contact, and if in the umpire's judgment the contact was casual and did not interfere with the play, no action will be taken.

If there is contact, and if in the umpire's judgment the contact interfered with the fielder making the play, the runner will be called out.

If there is contact and if in the umpire's judgment the contact was malicious, the offending player will be called out and ejected.

### 16. Protests - There are **NO** protests.

### 17. Game Starting Time

Game time will be **6:00 P.M.** except for late games scheduled on fields with lights and weekend games scheduled during the day.

Pony and High School league games scheduled in Lisle will start at **5:45 P.M.** during the week.

Any team that is not ready to play (see league team size rule) 5 minutes after the regularly scheduled starting time will forfeit the game. This may be set aside if the Umpire in Chief considers the delay unavoidable. GDPBA forfeit rules shall supersede Lisle in-house rule where applicable.

## 18. Game Score Reporting

The winning team manager is responsible for reporting game scores to the designated League Commissioner (Mustang, Bronco, or Pony Commissioner).

## 19. Game duration and last pitch.

Game duration rules are specific to each league and covered in later pages.

## 20. Batting Order and Defensive Lineup Sheet

Prior to the start of the game, **each manager must provide the other manager with a completed Batting Order.** In the **Farm** and **Mustang leagues**, a **Defensive Lineup sheet shall be provided as well.** Each rostered player must be listed in the batting order, and the defensive positions to be played must be shown for all innings on the Defensive Line up sheet.

The umpire will not start the game until Batting Orders and Defensive Lineups have been exchanged between the two managers. **Not having these line ups satisfactorily prepared before scheduled game time constitutes a team is not ready to play and could lead to forfeit under rule #17 above.**

Any changes to the Defensive Lineup Sheet made during the game must be reported to the opposing manager (unless the opposing manager indicates that he or she does not want to see the changes).

## 21. Smoking and Alcoholic Beverages

There will be **NO SMOKING** or **DRINKING OF ALCOHOLIC BEVERAGES** on the playing field or in the dugout areas. **NOTE:** Alcohol is not allowed on any Lisle Park District property.

## 22. Umpire Equipment and Bases

The **HOME** team manager is responsible for setting up the field. The **HOME** team will provide 2 new baseballs and 1 used good baseball for each game. After the game, the **HOME** team manager is responsible for returning the umpire equipment and bases to the equipment storage location.

## 23. Team Size

A team shall consist of nine (9) players, with a minimum of seven (7) players needed to avoid forfeiture of the game. In the Pony league, eight (8) players are needed to avoid a forfeit per GDPBA rules – Section 4.01. Players **MAY NOT** be borrowed from the opposing team in order to avoid a forfeit.

In order to reach nine (9) players, manager may “borrow” a player from a lower division or next younger league to play a game, prior to start of game only. “Borrowed” players **CANNOT** pitch or catch. If a team “borrows” players, the game roster **CANNOT** exceed nine (9) pre-game or during game. If the number of game rostered players exceeds nine (9), the “borrowed” player(s) will not play or continue to play in the game. (Farm teams cannot borrow players from Shetland League.)

A Manager has **NO** discretion to ask or tell an individual team member not to attend a game. All paid and registered players are expected to participate in each game unless excused by player’s parent.

## 24. Pitcher Warm-Up

Each pitcher is allowed five (5) warm-up pitches prior to pitching to the first batter faced at the top of the half-inning or in the midst of the inning for the replacement pitcher.

## 25. Thrown Bat

A team will be warned by the umpire on the first occurrence of a batter throwing a bat (intentional or non-intentional). The second team occurrence during a game by a team will result in the batter being called out.

## 26. Safety Base

The double (orange\white) safety base is there to prevent collisions at 1B.

The batter-runner (BR) should use the orange base on the initial play at 1B (coming from home) unless the fielder is drawn to the outside of the base, in which case the BR would use the white base and the fielder the orange.

On a dropped 3rd strike, fielder or BR may touch either the white or orange base.

A runner is never out for touching the white base rather than the orange UNLESS there is a collision caused by him not touching the orange base per umpire discretion.

Once BR has reached 1B he may only use the white base (i.e. if he rounds 1B and there is a play on him going back to 1B he must touch the white base.

## 27. Player & Manager/Coach Conferences

**Defensive Team:** Allowed one (1) free conference per inning per pitcher. Second conference during inning will require pitcher being replaced with new pitcher.

**Offensive Team:** Allowed two (2) conferences per inning. Third conference will require batter being called out.

## 28. Player Discipline

Managers and coaches **CANNOT** remove a player(s) from the field and/or batting lineup during a game for misbehavior unless the player(s) has become so disruptive that the player has endangered himself, or his teammates, or the opposing team players, or the umpire(s). Any player removal during game will take place only after conferring with senior umpire and opposing team manager.

Manager disciplinary actions that would affect a player's involvement in future games must first be discussed with, and approved by, the specific League Commissioner and Baseball Director before any disciplinary action is taken.

## 29. Violation of Rules

Violation of above rules and any specific associated league rules may result in disciplinary and/or penalty action being taken by the responsible "League" commissioner and/or Baseball Director against the identified team(s) and/or identified individual(s).

## 30. Rule/Schedule Changes

Due to unforeseen circumstances or other events, Lisle Baseball/Softball, Inc. reserves the right to add, delete, modify and/or change any rule, policy, guideline, and game/season schedule during the course of the season. Lisle Baseball/Softball rules may be superceded if in-house team plays in 3<sup>rd</sup> party scheduling league.

### **31. Hidden Ball Trick**

Hidden ball trick is illegal at all levels.

### **32. Hit-by-Pitch Rule**

#### **Mustang and Bronco Leagues** (in-house games)

Pitchers are required to be immediately removed from the game (as pitcher) if they hit 2 batters with a pitched ball during the same inning. The player is allowed to remain in the game as a defensive player and batter.

#### **Bronco and Pony Leagues** (GDPBA games)

GDPBA rules shall supersede Lisle Baseball in-house rules.

### **33. Tie-breaker rules for tournament seeding**

In order to break ties for the purpose of playoff seeding, the following criteria will be used in Mustang:

1. Won/Loss percentage – all games
2. Head to head won/loss percentage (among all tied teams)
3. Fewest runs allowed in head to head games (average per game)
4. Coin flip

GDPBA tie-breaker rules shall supersede in-house tie-breaker rules

### **34. Lisle Baseball/Softball Bat Rule – Boys**

#### **34a. Bat rules:**

- All baseball bats provided by Lisle Baseball-Softball are approved for league play; denoted by a yellow LBS sticker.
- One Piece Wood bats are allowed.
- One piece all aluminum and Two piece metal/composite bats are allowed, provided the bat does not exceed the Maximum Drop Specification [listed below]
- All bats not marked with a yellow LBS sticker must have a Bat Performance Factor (BPF) of 1.15 stamped on the bat.
- Two piece Composite wood bats are not permitted at any levels.
- Maximum barrel size is 2-5/8" for all levels of play.
- Umpires will enforce use of illegal equipment after being notified by team management or upon detection by the umpire.
- A pre-game bat check will not be performed.

#### **34b. Definitions:**

##### **1. Drop:**

Defined as the difference between the length of the bat versus total weight.  
(Example: -8 Drop on a 30" bat requires a weight of no less than 22 oz).

##### **2. Composite Bat:**

Any bat containing composite materials, other than wood or aluminum, in any part of the bat barrel, handle or shaft.

### 34c. Maximum Drop specification by league:

**Shetland, Farm and Mustang** Leagues: No maximum drop restrictions.

#### **Bronco League:**

All Lisle Baseball Bronco league players are governed by the current GDPBA bat rules for the **Bronco** league. (See GDPBA Rules)

- Bronco: All bats must be "USA" stamped. There is no restriction on bat drop ratio

#### **Pony League:**

All Lisle Baseball Pony league players are governed by the current GDPBA bat rules for the **Pony** league. (See GDPBA Rules)

- Pony: All bats must be "USA" stamped. There is no restriction on bat drop ratio
- -3 drop non-wood bats are permitted, but must be BBCOR certified and stamped.

#### **High School and Collegiate Leagues:**

- Colt/Palomino/Collegiate: -3 Drop maximum allowed; BBCOR certified and stamped.

### 34d. Penalty for use of illegal equipment: (Except where GDPBA rules apply)

1. Before first pitch of a player's at-bat, if an illegal bat is detected the batter must replace the equipment but continues his at-bat. The bat is to be removed from the dugout area.
2. If detected after the first pitch, the batter is declared out and all runners must return to their original base at the time of the pitch. Ball is dead.

#### **Examples:**

- a. Runner on first, one out 0-0 count. Batter is using an illegal bat and takes strike one as the runner steals second base safely. Defensive manager brings the illegal equipment to the umpire's attention before the next pitch.

**Penalty:** Batter is out, runner returns to first base. **Note:** If the runner was thrown out at second, the out stands with the batter being declared out, inning is over.

- b. Same situation as (a) with a 0-1 count and now a runner on second from the stolen base; batter takes strike two. Defensive manager brings the illegal bat to the attention of the umpire after the second pitch.

**Penalty:** Batter is out, runner stays at second base.

- c. Bases loaded, 3-2 count, two outs in the bottom of the 7<sup>th</sup> with the home team losing by two. Batter hits a grand slam with an illegal bat. If the defensive manager brings the illegal bat to the attention of the umpire before all defensive players have left fair territory, the rule will be enforced – batter is out, no runs score, game over, visitors win. If all defensive players have left fair territory (crossed a foul line)– the rule is not enforced, home team wins.

3. Colt/Palomino penalties enforced based on current GDPBA, NSYBA and/or SWILA rules.
4. Pony and Bronco League enforcement and penalties are subject to GDPBA rules.

# LISLE BASEBALL & SOFTBALL LEAGUE, INC.

## BOYS' BASEBALL RULES AND REGULATIONS

### Farm League Rules

#### 1. Field

The diamond will have fifty-five (55) foot base lines and a pitching distance of thirty-eight (38) feet.

#### 2. Regulation Game/Duration

A regulation game shall consist of six (6) innings.

No new inning shall start after **1 hour 45 minutes** from scheduled game time. A new inning, once begun shall be finished in its entirety (top and bottom half).

**An inning is considered complete (and a new inning is considered started) once the third out is made in the bottom half of the inning.**

#### 3. Playing Time

Each rostered team player (only Lisle Baseball registered players allowed to play) must be listed in the batting order and must play a minimum of four (4) defensive innings each game, based on a six (6) inning game, if mathematically possible. A player retains his place in the batting order whether in the field or not.

If a player is late and misses his batting order position, he must wait until his batting order position comes up again before he may bat.

No player may play more than one (1) inning in the same defensive position during the game. Each player must play in the outfield at least one inning.

**No player is to sit out two innings prior to all players having sat out one inning.**

A continuous batting order shall be used. All players shall bat at their scheduled time whether or not in the game defensively the previous inning.

#### 4. Coach-Pitcher

If a batted ball strikes the coach-pitcher, the ball will be called foul. The pitch counts as one of the seven, and no runners may advance.

Once the batter hits the ball into the field of play, the Coach-Pitcher must immediately leave the field and remain off of the field until play is completed. Failure to do so will result in the batter being called out and runners returned to the bases that they occupied prior to the incident.

#### 5. Pitchers Position

The player fielding the pitcher's position will always take a position two (2) feet to the rear of the pitching plate and three (3) feet to the left or right side of the Coach-Pitcher.

## **6. Pitches & Strikeouts**

Each batter will be allowed a maximum of seven (7) pitches to hit the ball into fair territory. Failure to do so will constitute a strikeout, unless the batter hits the seventh pitch foul, in which case he will continue to receive pitches until he fails to swing, hits the ball fair, or swings and misses.

Strikes will consist of foul balls (strikes 1 and 2 only), and missed swings. **There will be no called strikes.** There will be no walks in the Farm League.

## **7. Leading-off and Stealing**

Base runners are not permitted to steal or lead-off base and must remain in contact with the base until the ball is hit. Violation of this rule will result in the runner being called out.

## **8. Infield Fly Rule**

The Infield Fly Rule is **not** in effect.

## **9. Bunting**

Batters are not allowed to bunt or swing easy at the ball. Violation of this rule will result in the batter being called back to the plate, the pitch shall count, the ball is dead and no runners may advance. If a violation occurred on the seventh pitch, the batter is out.

## **10. Hit By Pitch**

The batter is not awarded first base when hit by a pitched ball. The ball is dead and the pitch counts.

## **11. Dropped Third Strike**

The dropped third strike rule is not in effect. The batter is out and the runners may not advance.

## **12. Five Run Rule**

A team can score no more than five (5) runs per time at bat if TIED or LEADING an opponent at the beginning of the at bat. Trailing teams are limited to scoring sufficient runs to reach a five (5) run lead.

## **13. Advancing Base Runners**

For the purpose of advancing the base runners (who are not yet halfway to the next base), the ball will be considered dead when an infielder is in control of it within the infield cutout area (or the grass area within the base paths). The control rule does not apply to a batted ball fielded by an infielder.

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.**  
**BOYS' BASEBALL**  
**RULES AND REGULATIONS**  
**Mustang League Rules**

**1. Field**

The diamond will have sixty (60) foot base lines, and a pitching distance of forty-two (42) feet for the Mustang League.

**2. Season**

The Mustang season may be split into two (2) parts – a “Spring” and “Summer” season, with rules outlined below. During the Spring season, standings (wins/losses) will not be kept.

**The “Spring Season” rule and its subsequent conditions will NOT be in effect for the 2018 season.**

**3. Playing Time**

Each rostered team player (only Lisle Baseball registered players allowed to play) must be listed in the batting order and must play a minimum of four (4) defensive innings each game, based on a six (6) inning game.

No player may play more than two (2) defensive innings more than any other player [except when a player arrives after the start of the game or leaves before the end of the game] . **No player is to sit out two innings prior to all players having sat out one inning.** A player retains his position in the batting order whether in the field or not.

Every player must play an infield position at least two (2) innings per game in a 6 inning game. In addition, each player must play in the outfield at least one inning. A continuous batting order shall be used. This batting order may be changed prior to each game.

If a player is late and misses his batting order position, he must wait until his batting order position comes up again before he may bat.

**4. Regulation Game/Game Duration**

A regulation game shall consist of six (6) innings. The game will be official after three (3) full innings (2 ½ innings if the home team is ahead).

No new inning shall start after **1 hour 45 minutes** from scheduled game time. A new inning, once begun shall be finished in its entirety (top and bottom half).

**An inning is considered complete (and a new inning is considered started) once the third out is made in the bottom half of the inning.**

For the regular season, if an official game is called due to weather, darkness, or time limit during an inning that is still in progress and the home team is LOSING, the game will revert back to the last completed inning to determine a winner. If the game was tied at the end of the reverted inning, the game will be declared final as a tie game.

Example:

Through 5 innings, the home team is winning 4-3. In the top of the 6<sup>th</sup> inning, the visiting team scores 2 runs to take a 5-4 lead. With one out in the bottom of the 6<sup>th</sup>, the

time limit is reached. Since the home team is losing 5-4, the game is reverted back to the last completed inning (the 5<sup>th</sup> inning). The home team is declared the winner – final score is 4-3.

Example:

Through 5 innings, the visiting team is winning 3-0. In the top of the 6<sup>th</sup> inning, the visiting team scores 2 more runs to take a 5-0 lead. In the bottom of the 6<sup>th</sup>, the home team comes alive and scores 4 runs with nobody out before darkness falls. Since the home team is losing 5-4, the game is reverted back to the last completed inning (the 5<sup>th</sup> inning). The visiting team is declared the winner – final score is 3-0.

Example:

Through 5 innings, the game is tied 5-5. In the top of the 6<sup>th</sup> inning, the visiting team scores 4 runs to take a 9-5 lead. With 2 out in the bottom of the 6<sup>th</sup> inning, the time limit is reached. Since the home team is losing 9-5, the game is reverted back to the last completed inning (the 5<sup>th</sup> inning). The game is declared a tie – final score 5-5.

For the regular season, if an official game is called due to weather, darkness, or time limit during an inning that is still in progress and the game is TIED, then:

1. The game will be declared a tie if the home team was losing or tied entering the final inning, or ....
2. The game will revert back to the last completed inning if the home team was winning entering the final inning.

Example for 1:

Through 5 innings, the visiting team is winning 7-5. In the top of the 6<sup>th</sup>, they score another run to take an 8-5 lead. With the time limit nearing, the home team scores 3 runs in the bottom of the 6<sup>th</sup> to tie the game at 8-8 just before the time limit expires. Since the home team was losing entering the last inning, the game is declared a tie - final score is 8-8.

Example for 1:

Through 5 innings, the game is tied 2-2. In the top of the 6<sup>th</sup>, the visitors score a run to take a 3-2 lead. In the bottom of the 6<sup>th</sup>, the home team ties the game at 3-3 just before the time limit expires. Since the game was tied entering the last inning, the game is declared a tie - final score 3-3.

Example for 2:

Through 5 innings, the home team is winning 2-1. In the top of the 6<sup>th</sup>, the visitors score a run to tie the game at 2-2. As the teams are switching sides in the middle of the 6<sup>th</sup> inning, the rains come. Since the home team was winning entering the final inning, the game is reverted back to the last completed inning (5<sup>th</sup> inning). The home team is declared the winner – final score is 2-1.

Games that are tied after regulation innings shall be continued until maximum last pitch game duration has been reached. (No new inning shall start after 1 hour 45 minutes from scheduled game time).

### **Playoff rules:**

No new inning shall start after 2 hours; A new inning, once begun shall be finished in its entirety (top and bottom half). If time has expired and the official game is tied, the game will revert back as many innings as necessary to determine a winner.

**Championship Game:** All six (6) scheduled innings shall be played unless the game is shortened by weather or unplayable field conditions determined by the Director of Baseball Operations or umpire per general rule #14. Games that are tied after six (6) full innings will continue if the 2 hour no new inning mark has not yet been reached. Play will continue until a result is attained or the 2 hour no new inning time limit is reached. In such a case, if the game is still tied, a tie deemed the official result of the game and co-champions declared.

## **5. Pitching**

**Spring Season:** No new pitcher (who starts an inning) shall pitch more than one (1) inning. A pitcher in a previous inning may return in relief in order to complete an inning. No player may pitch more than two (2) innings per game.

**The "Spring Season" rule and its subsequent conditions will NOT be in effect for the 2018 season.**

**Summer Season and Playoffs:** No player shall pitch more than two (2) innings per game. In addition, if a player does pitch two innings during a game, he can pitch one inning the following **calendar day** and two innings the next day, etc. (2-1-2-1-2). Violation of these rules may result in suspension of the offending manager and/or other disciplinary action being taken.

- One ball thrown during any inning shall constitute an inning pitched, **except when meeting the nine (9) year old rule stated below.**
- At least one nine (9) year old must pitch at least one full inning (i.e., three (3) outs or a completed inning due to the 5 run rule) by the end of the fourth inning. Violation of this rule will result in forfeiture of the game.
- A "9 year old" is defined as a player classified as a "first year aged player" in the Mustang League by current registration guidelines. A player will continue to be regarded as a "9 year old" or "first year player" for the entire season, even if he or she subsequently turns 10 during the season.
- Once a player is removed as a pitcher, that player **CANNOT** return as pitcher in the same game.

## **6. Dropped Third Strike**

The dropped third strike rule **is not** in effect. The batter is out and the runners may advance to the extent allowed in rule #7 below.

## 7. Stealing Bases, Advancing & Scoring

Runners at first, second, and third base **MAY NOT** lead off. They must remain in contact with the base from the time the pitcher steps on the rubber with possession of the ball until the pitched ball has been hit or has reached or passed the catcher.

Runners at first and second base may steal when the pitched ball has **passed the catcher and hits the backstop**. Runners on first and second base may steal only one base per pitch.

A runner at third base may **ONLY** score as a result of the following actions initiated by the batter:

1. A batted ball.
2. Bases loaded batter hit by a pitch (from a player).
3. Bases loaded walk.
4. Bases loaded Coach pitched batted ball. (non-applicable)

A runner on third base may score as a result of a pickoff play by the catcher on any base. A runner on first, second and third base can be called out on a pickoff play by the catcher. A runner on first base may advance at their own risk on a pickoff play by the catcher on the runner at third base.

Once the pitcher has stepped on the rubber with possession of the ball, runners who leave the base before the pitched ball is hit or reaches or passes the catcher shall be required to return to the base he originated from. The second offence by the same runner in the same inning shall result in the runner being called out. The ball shall be immediately declared dead.

## 8. Coach Pitch

**This rule will NOT be in effect for the 2017 season.** The rule **may** be reinstated at any time during the season at the discretion of the Director of Baseball Operations.

When bases are loaded and after four "balls" have been thrown, a coach pitcher will come out to the mound and throw (overhand from the rubber) up to three (3) pitches (equal to the number of remaining strikes) after which the batter either reaches base or is out. NO WALKS

Balls and strikes will not be called. If he fails to put the ball in play, the batter will be called out after the final pitch, unless it is a foul ball. If the batter hits the final pitch foul, he shall continue to receive pitches until he fails to swing, hits the ball fair, or swings and misses. The Mustang pitcher will then return to the mound for the next batter.

## 9. Balks and Illegal Pitches

There will be no penalty for a balk or illegal pitch. Base runners may not advance as a result of a balk. All runners will be returned to the bases occupied at the time of the balk.

## 10. Five Run Rule

A team can score no more than five (5) runs per time at bat if TIED or LEADING an opponent at the beginning of the at bat. Trailing teams are limited to scoring sufficient runs to reach a lead of five (5) runs.

## 11. Twelve Run Mercy Rule

If a team is leading its opponents by at least twelve (12) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home team), the game should be terminated and the team in front declared the winner.

## 12. Authorized Manager & Coaches

Each team has only a single approved manager (co-managers not allowed). Before game start team manager will identify herself/himself to the umpires (in case of manager absence, a single coach will identify himself/herself to the umpires as the temporary team manager for the game). The maximum number of manager/coaches (adults) allowed on the bench/dugout at any one time during a game will be three (3). While a team is at bat, one (1) additional coaches may be used to help on the bases. All other adults should remain off the playing field and remain away from the bench/dugout areas.

## 13. Infield Fly Rule

The Infield Fly rule **is not** in effect.

## 14. Bunting and "Fake" Bunting

- a. **Bunting is not encouraged in Mustang League.** The over-riding goal is to have all players swing away at the pitch.
- b. Fake Bunting or showing bunt and then swinging away at a pitch is **ILLEGAL** and **the batter shall be called out.** Runners will return to previous base occupied.

## 15. Use of Batting Cages @ C6

Lisle Baseball is pleased to provide two tunnels located near Field C6 for pre-game batting warm up. These batting cages are equipped with L-screens and batting mats.

TEAMS MUST SHARE USE OF THE CAGES. However, teams playing at 5:45 or 6:00 pm have priority over those teams whose games start later.

Care and maintenance of the cages is a shared responsibility to be undertaken by ALL teams. Reports or evidence of misuse, misbehavior or other conduct considered detrimental to the spirit of Lisle Baseball will result in sanctions including, but not limited to team exclusion from cage use.

Please report damage to the Director of Baseball Operations immediately!

# LISLE BASEBALL & SOFTBALL LEAGUE, INC.

## BOYS' BASEBALL RULES AND REGULATIONS

### Bronco League Rules

**The Lisle Baseball Bronco League plays all of their games as part of the Greater DuPage Baseball Association (GDPBA), comprised of teams from towns in our area. GDPBA rules govern the league and are incorporated in the Lisle Baseball Bronco League rules below.**

#### 1. Field

The diamond will have seventy (70) foot base lines, and a pitching distance of forty-eight (48) feet.

#### 2. Playing Time

Each rostered team player (only Lisle Baseball registered players allowed to play) must be listed in the batting order and must play a minimum of four (4) defensive innings each game, before the end of the 6<sup>th</sup> inning.

No player may play more than two defensive innings more than any other player, before the end of the 6<sup>th</sup> inning. [except when a player arrives after the start of the game or leaves before the end of the game]. **No player is to sit two innings prior to all players having sat out one inning.** A player retains his position in the batting order whether in the field or not.

Each player must play in the outfield at least one inning.

If a player is late and misses his batting order position, he is placed at the end of the batting order per Greater DuPage Baseball Association (GDPBA) rules - Section 5.02.

#### 4. Regulation Game/Game Duration

A regulation game shall consist of seven (7) innings. The game will be official after five (5) full innings (4 ½ innings if the home team is ahead) per GDPBA rules.

No new inning shall start after **2 hours** from scheduled game time. Play will continue until the full inning is completed or last pitch time of **2 hours 15 minutes** is reached.

**An inning is considered complete (and a new inning is considered started) once the third out is made in the bottom half of the inning.**

For the regular season, if an official game is called due to weather, darkness, or similar reason, the game is declared complete and the result is determined by the score at the last completed inning per GDPBA rules – Section 4.

If a game is called due to weather, darkness, or similar reason before it becomes official, the game is declared suspended and will be rescheduled and continued at a later date per GDPBA rules – Section 4.

Games that are tied after regulation innings shall be continued until the 2 hour "no new inning" mark at which time the current full inning will be completed and the game will end. If the score remains tied at that point, the game will be reported as a tie.

GDPBA rules shall be in effect for official games, suspended games and games ending in a tie during the playoffs.

## 5. **Base Stealing**

Players may lead off and steal any base in Bronco League.

## 6. **Pitching**

1. No player shall pitch more than four (4) innings per game.
2. A player may pitch a maximum of ten (10) innings per calendar week.
3. A calendar week is from 12:01 am Monday to 12:00 midnight the following Sunday.
4. Forty (40) hours rest is required if a player pitches four (4) innings on any given calendar day.
5. A pitcher who pitches 4 innings in a Thursday night game MAY pitch again on Saturday regardless of the start time of the games on those days.

Violation of these rules may result in suspension of the offending manager and/or other disciplinary action being taken.

- One ball thrown during any inning shall constitute an inning pitched, **except when meeting the eleven (11) year old rule stated below.**
- At least one eleven (11) year old must pitch at least one (1) full inning, by the end of the **fifth** inning per GDPBA Rules – Section 12.01.
- The 11 year old requirement can be met by a pitcher or pitchers in one of three ways:
  1. Three (3) outs by one or more 11 year old pitchers in one inning.
  2. Six (6) runs allowed by one or more 11 year old pitchers in one inning.
- Once a player is removed as a pitcher, that player **CANNOT** return as pitcher in the same game

## 7. **Ten Run Mercy Rule**

If a team is leading its opponents by at least ten (10) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home team), the game shall be terminated and the team in front declared the winner.

## **8. Authorized Manager & Coaches**

Each team has only a single approved manager (co-managers not allowed). Before game start, team manager will identify herself/himself to the umpires (in case of manager absence, a single coach will identify himself/herself to the umpires as the temporary team manager for the game).

The maximum number of manager/coaches (adults) allowed on the bench/dugout/bases/playing field at any one time during a game will be three (3). All other adults should remain off the playing field and remain away from the bench/dugout areas.

## **9. Infield Fly Rule**

The Infield Fly rule **is** in effect.

## **10. Dropped Third Strike**

The dropped third strike rule **is** in effect.

## **11. Bunting and "Fake" Bunting**

Bunting is permitted, but Fake Bunting or showing bunt and then swinging away at a pitch is ILLEGAL and **the batter shall be called out**. Runners will return to previous base occupied.

## **13. Bat Rule**

All Lisle Baseball/Softball Bronco league players are governed by the current GDPBA bat rules for the Bronco league. (See GDPBA Rules and General rule 34c above)

**13a.** All bats must be "USA" stamped. There is no restriction on bat drop ratio

## **14. Use of Batting Cages @ C6**

Lisle Baseball is pleased to provide two tunnels located near Field C6 for pre-game batting warm up. These batting cages are equipped with L-screens and batting mats.

TEAMS MUST SHARE USE OF THE CAGES. However, teams playing at 5:45 or 6:00 pm have priority over those teams whose games start later.

Care and maintenance of the cages is a shared responsibility to be undertaken by ALL teams. Reports or evidence of misuse, misbehavior or other conduct considered detrimental to the spirit of Lisle Baseball will result in sanctions including, but not limited to team exclusion from cage use.

Please report damage to your League Commissioner immediately!

**LISLE BASEBALL & SOFTBALL LEAGUE, INC.**  
**BOYS' BASEBALL**  
**RULES AND REGULATIONS**

**Pony League Rules**

**The Lisle Baseball Pony League plays all of their games as part of the Greater DuPage Baseball Association (GDPBA), comprised of teams from multiple towns in our area.**

**GDPBA rules govern the league and are incorporated in the Lisle Baseball Pony League rules below.**

**1. Field**

The diamond will have eighty (80) foot base lines, and a pitching distance of fifty-four (54) feet.

**2. Playing Time**

Each rostered team player (only Lisle Baseball registered players allowed to play) must be listed in the batting order and must play a minimum of four (4) defensive innings each game, before the end of the 6<sup>th</sup> inning.

No player may play more than two defensive innings more than any other player, before the end of the 6<sup>th</sup> inning. [except when a player arrives after the start of the game or leaves before the end of the game]. **No player is to sit two innings prior to all players having sat out one inning.** A player retains his position in the batting order whether in the field or not.

If a player is late and misses his batting order position, he is placed at the end of the batting order per Greater DuPage Baseball Association (GDPBA) rules - Section 5.02.

**3. Regulation Game/Game Duration**

A regulation game shall consist of seven (7) innings. The game will be official after four (5) full innings (4 ½ innings if the home team is ahead) per GDPBA rules.

No new inning shall start after **2 hours** from scheduled game time. Play will continue until the full inning is completed. **There will be no "last pitch" time in Pony games played in Lisle.**

**An inning is considered complete (and a new inning is considered started) once the third out is made in the bottom half of the inning.**

For the regular season, if an official game is called due to weather, darkness, or similar reason, the game is declared complete and the result is determined by the score at the last completed inning per GDPBA rules – Section 4.

If a game is called due to weather, darkness, or similar reason before it becomes official, the game is declared suspended and will be rescheduled and continued at a later date per GDPBA rules – Section 4.

Games that are tied after regulation innings shall be continued until the 2 hour "no new inning" mark at which time the current full inning will be completed and the game will end. If the score remains tied at that point, the game will be reported as a tie.

GDPBA rules shall be in effect for official games, suspended games and games ending in a tie during the playoffs.

#### 4. **Base Stealing**

Players may lead off and steal any base in Pony League.

#### 5. **Pitching**

1. No player shall pitch more than four (4) innings per game.
2. A player may pitch a maximum of ten (10) innings per calendar week.
3. A calendar week is from 12:01 am Monday to 12:00 midnight the following Sunday.
4. Forty (40) hours rest is required if a player pitches four (4) innings on any given calendar day.
5. A pitcher who pitches 4 innings in a Thursday night game MAY pitch again on Saturday regardless of the start time of the games on those days.

Violation of these rules may result in suspension of the offending manager and/or other disciplinary action being taken.

- One ball thrown during any inning shall constitute an inning pitched, **except when meeting the thirteen (13) year old rule stated below.**
- At least one thirteen (13) year old must pitch at least one (1) full inning, by the end of the **fifth** inning per GDPBA Rules – Section 13.01.
- The 13 year old requirement can be met by a pitcher or pitchers in one of three ways:
  1. Three (3) outs by one or more 13 year old pitchers in one inning.
  2. Six (6) runs allowed by one or more 13 year old pitchers in one inning.
  3. Three (3) outs by one, two or three 13 year old pitchers in multiple innings before the end of the fourth inning.
- Once a player is removed as a pitcher, that player **CANNOT** return as pitcher in the same game

#### 6. **Ten Run Mercy Rule**

If a team is leading its opponents by at least ten (10) runs after five (5) or more innings have been played (4 ½ innings if the leading team is the home team), the game shall be terminated and the team in front declared the winner.

#### 7. **Authorized Manager & Coaches**

Each team has only a single approved manager (co-managers not allowed). Before game start, team manager will identify herself/himself to the umpires (in case of manager absence, a single coach will identify himself/herself to the umpires as the temporary team manager for the game).

Only the manager, coaches and scorekeeper are allowed in the dugout. All other adults should remain off the playing field and remain away from the bench/dugout areas.

**8. Infield Fly Rule**

Infield fly rule **is** in effect.

**9. Dropped Third Strike**

The dropped third strike rule **is** in effect.

**10. On-deck hitter – Lisle Home Fields**

The on deck hitter should be on the field behind the batter in foul territory as close to the sideline fencing as possible and half way between Home plate and 1<sup>st</sup> or 3<sup>rd</sup> base, depending on a left or right swinging batter. The on deck hitter must have a helmet on. The on deck hitter cannot interfere with any live ball or fielder attempting to make a play. The umpire will call interference and award runners one extra base should any interference occur.

**11. Bunting and “Fake” Bunting**

Bunting is permitted, but Fake Bunting or showing bunt and then swinging away at a pitch is **ILLEGAL** and **the batter shall be called out**. Runners will return to previous base occupied.

**12. Bat Rule**

All Lisle Baseball/Softball Bronco league players are governed by the current GDPBA bat rules for the Bronco league. (See GDPBA Rules and General rule 34c above)

**12a.** All bats must be “USA” stamped. There is no restriction on bat drop ratio

**13. Use of Batting Cages @ C6**

Lisle Baseball is pleased to provide two tunnels located near Field C6 for pre-game batting warm up. These batting cages are equipped with L-screens and batting mats.

**TEAMS MUST SHARE USE OF THE CAGES.** However, teams playing at 5:45 or 6:00 pm have priority over those teams whose games start later.

**2018 Lisle Baseball League  
Age Guidelines for Leagues**

<b>League</b>	<b>Birth Date</b>	<b>Age</b>	<b>**Grade</b>
Pony	9/1/03 - 8/31/04	14	8 <sup>th</sup>
	9/1/04 - 8/31/05	13	7 <sup>th</sup>
Bronco	9/1/05 - 8/31/06	12	6 <sup>th</sup>
	9/1/06 - 8/31/07	11	5 <sup>th</sup>
Mustang	9/1/07 - 8/31/08	10	4 <sup>th</sup>
	9/1/08 - 8/31/09	9	3 <sup>rd</sup>
Farm	9/1/09 - 8/31/10	8	2 <sup>nd</sup>
	9/1/10 - 8/31/11	7	1 <sup>st</sup>
Shetland	9/1/11 - 8/31/12	6	
	9/1/12 - 5/1/14	4,5	

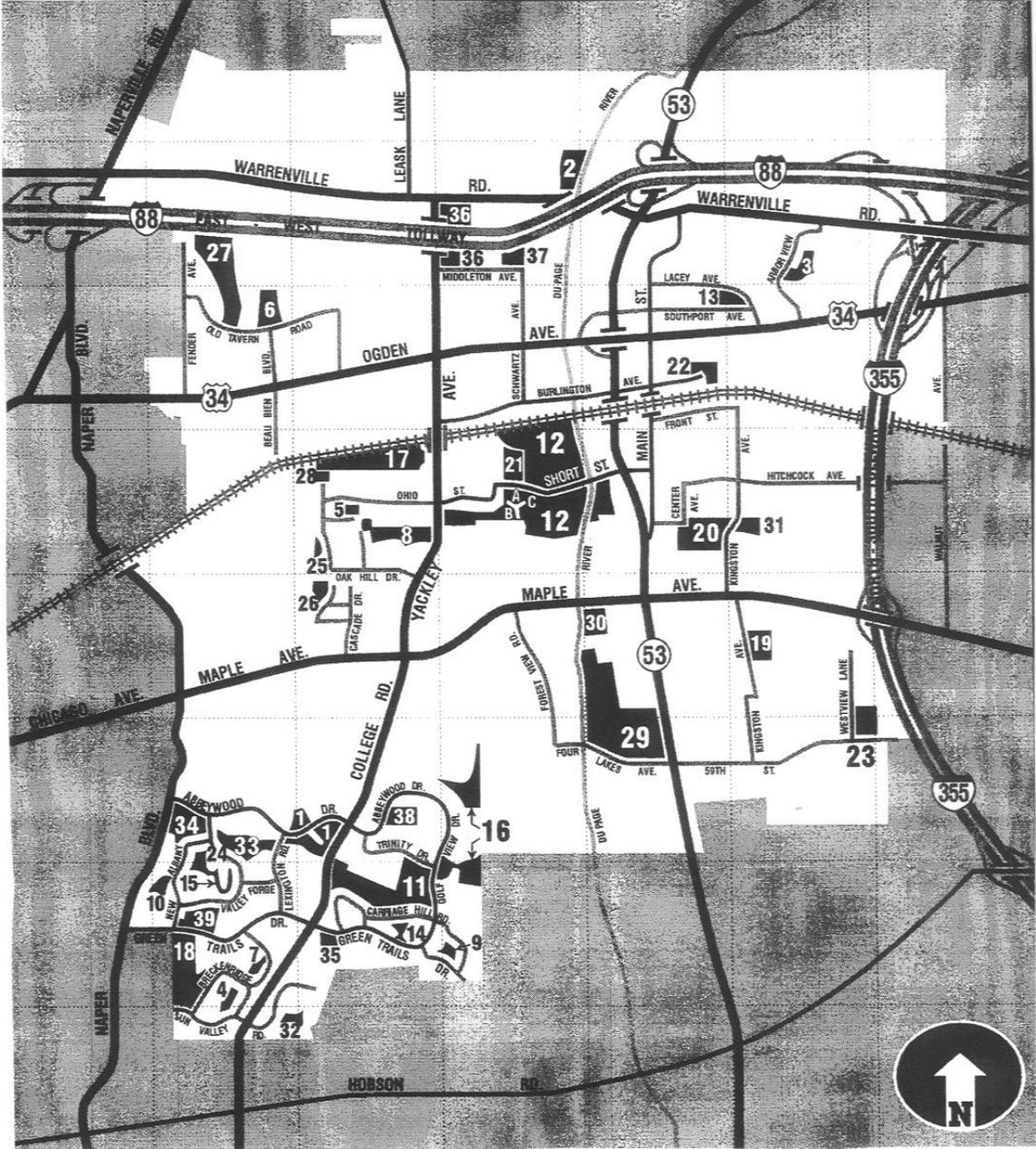
\*\*Grade: Typical school class grade associated with birth dates in this range.

**Appendix A: Lisle Baseball/Softball Board Directors**

See the Lisle Baseball / Softball Website ([www.lislebaseballsoftball.org](http://www.lislebaseballsoftball.org)) for current LBS board members and contact information.

**Appendix B: Park District Field Locations**

See the Lisle Baseball / Softball Website ([www.lislebaseballsoftball.org](http://www.lislebaseballsoftball.org)) for more comprehensive field directions and locations.



## **Appendix B: (con't)**

All park directions from the corner of Route 53 and Maple Avenue

No. 3 ARBOR VIEW: Route 53 north to Route 34 east. Turn north on Arbor View Drive. Go about three blocks and the field is located on the east side of the street.

No. 27 Todd Riley Field @ BEAU BIEN Park: Route 53 north to Route 34 west. Turn north on Beau Bien Boulevard. Then turn west on Old Tavern Road. Go about four blocks, and the field is on the north side of the street in the far north back corner.

No. 12 COMMUNITY PARK: Route 53 north to Short Street. Turn west on Short Street. The fields are on the south side of the street.

No. 20 LISLE JUNIOR HIGH: Take Route 53 north to Main Street. Turn right on Main Street. Go to Jonquil (first street on the east) and turn east. The junior high is one-quarter mile straight ahead. Fields (East, West, & Center) are located behind the school.

No. 23 MEADOWS EAST AND WEST: Route 53 south to 59<sup>th</sup> Street. Turn east on 59<sup>th</sup> Street. Go straight to the fields located on the north side of 59<sup>th</sup> Street.

No. 31 SCHIESHER PARK: Maple east to Kingston Avenue. Turn north on Kingston. Go straight to the fields (three blocks) located on the east side of Kingston.

No. 34 SURREY RIDGE: Maple west to College Road. Turn south on College to Abbeywood. Turn west on Abbeywood and go straight to the fields located on the south side of the road.

No. 36 TATE WOODS: Route 53 north to Route 34 west. Take Route 34 west to Yackley Avenue. Turn north on Yackley and go straight to the field located on the east side of the street.