



## 10th-12th Grade Rules

### Article I. Players, Field and Equipment

Section 1.01 Bases: 90 feet Pitcher: 60 feet 6 inches

Section 1.02 Players may not turn 19 years of age prior to January 1 of the season they are playing.

Section 1.03 **Uniforms** - uniforms that are issued, they must be worn.

- (a) The uniform shirt must have a number, and must be worn outside all other clothing. No uniform alterations are allowed. Each player has to have a different number (no duplicates).
- (b) Players must wear baseball pants, no shorts.

Section 1.04 Shoes with metal spikes or metal cleats are strictly prohibited.

- (a) If a player is caught wearing metal spikes, the player will be ejected from the game. No exceptions.

Section 1.05 All male players must wear a hard cup supporter in the MERBL High School Division. Any player not wearing one will be ejected from the game. No exceptions.

Section 1.06 Catcher's must wear facemask or hockey style helmet with throat protector, chest protector, protective cup, and shin guards.

Section 1.07 All players warming up pitchers on or off of the playing field must wear a facemask with throat protector. Skull caps are not legal.

Section 1.08 All players will wear helmets while batting and running the bases.

- (a) Any player who intentionally removes the helmet while running the bases will be called out. All other results from the play will stand.
- (b) All batting helmets must have double ear guards.
- (c) Any player or non-adult must wear a helmet while acting as a base coach or protecting other players warming up in any live ball area.
- (d) Any player equipment judged by the umpire to be unreasonably dangerous is illegal.
- (e) Jewelry shall not be worn by any player, with the exception of a medical alert which must be taped down and visible.



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### Article II. Starting and Ending a Game

- Section 2.01 Concerning playing conditions of fields, once the teams and coaches are present at the field, the umpires use their best judgment when calling games due to playing conditions of the field.
- Section 2.02 Games will be 7 innings in length.
- Section 2.03 The 10-run rule applies after 5 innings, or 4 ½ innings if the home team is winning.
- Section 2.04 The time limit for games is 1 hour 45 minutes. If the previous inning ends prior to 1 hour 40 minutes, then a new inning must be started. If a new inning is started prior to the 1 hour 40 minute mark, then that inning will be allowed to continue to completion unless the home team is already winning, and would win without the completion of the bottom half of that inning.

### Article III. Playing Terms

- Section 3.01 A pitcher may pitch **5 innings in every game**; there are no days rest required. One pitch shall constitute an inning.
- (a) **Note:** While the league has an inning rule, it is the responsibility of the coaches to monitor the number of pitches any pitcher throws in an inning or a game. **All coaches are required to error on the side of caution when determining whether or not any pitcher should throw another pitch or inning.**
- Section 3.02 A player may only make **one** appearance as a pitcher in the same game. Once a pitcher is removed from the game he may not re-enter as a pitcher.
- Section 3.03 A pitcher who hits 3 batters in a game must be removed as pitcher for the remainder of that game.
- Section 3.04 Illinois High School Association (IHSA) rules and regulations cover all situations.
- Section 3.05 Mandatory courtesy runner for the catcher with 2 outs. The player that made the last out is used as the courtesy runner. This applies to the player who will play catcher in your next defensive inning. This is so the catcher can have his equipment on and be ready to take the field. If for any reason your catcher is not ready to warm up the pitcher between innings, have one of your coaches or another player (wearing a catcher's mask) warm up the pitcher.



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### Article IV. Coaching - Bench and Field Conduct, Score Reporting

Section 4.01 Only adult coaches are allowed to be in the coach's box when their team is batting.

- (a) Players will be allowed to be the 1st base coach, they MUST wear a batting helmet.

Section 4.02 Coaches must remain in the dugout when their team is in the field.

Section 4.03 CONDUCT: Please do not direct negative comments at players, coaches, or umpires.

- (a) Inappropriate behavior by players, coaches, or spectators WILL NOT BE TOLERATED.
- (b) Please understand you will be asked to leave the park as a result of any confrontation with an umpire in this league.
- (c) If it occurs more than once, you will be banned from all EGCLLA/MERBL events for the remainder of the season.

Section 4.04 The head coach is responsible for the conduct of everyone associated with his team. This includes assistant coaches, players, and fans.

- (a) No member of the team (assistant coach or player) other than the head coach may leave the area of the dugout or coaching box to dispute an umpire's call.
- (b) No team member, coach or player, may leave the area of the dugout or coaches box to argue a call or ridicule an umpire.
- (c) The penalty for this infraction will result in both the offender and the head coach being restricted to the dugout for the remainder of the game. If the offender is a player, this will also result in an out each time his spot in the batting order is due. If the incident is severe enough, the offender may be ejected, with the head coach restricted to the dugout.

Section 4.05 A coach, player, substitute, attendant, or other bench personnel shall not do any of the following:

- (a) Leave the dugout during a live ball for an unauthorized purpose (this includes sitting in the seating area with fans)
- (b) Fake a tag without the ball
- (c) Wear jewelry or bandanas (players participating in the game)
  - 1) PENALTY: In a-c, at the end of the playing action, the umpire shall issue a warning to the coach of the team involved and the next offender shall be ejected. In b, it is also obstruction, with base runners awarded appropriate advancement to the next base(s).
- (d) Commit any unsportsmanlike act to include, but not limited to;
  - 1) Use words or actions to incite or attempt to incite players or spectators



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- 2) Use profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, or taunting or baiting
- 3) Use language intended to intimidate
- 4) Behave in any manner not in accordance with the spirit of fair play or good sportsmanship
  - a) *Enter the area behind the catcher while the opposing pitcher and catcher are in their positions*
  - b) *Charge an umpire*
  - c) *Deliberately throw a bat, helmet, glove, etc.*
  - d) *Initiate malicious contact on offense or defense*
  - e) *Use tobacco or tobacco-like products within the confines of the field*
  - f) *Leave their positions or the bench during a fight or physical confrontation*
  - g) *Clap hands or use words to attempt to distract pitcher while running the bases*
  - i) *PENALTY: In a-f, the offender shall be ejected from the game. In g, the player will be called out.*
    - a. After an ejection has occurred, the ejected person must leave the vicinity of the playing area immediately, and is prohibited from further contact either direct or indirect with the team (distance must be out of sight and out of sound).
    - b. Failure to comply will result in a forfeit. If for any reason a player or coach is ejected from a game, he will receive the following disciplinary action:
      - i. *1st offense will result in a one game suspension, served the next played game.*
      - ii. *2nd offense will result in a two-game suspension, served the next two played games.*
      - iii. *3rd offense will result in league dismissal for the remainder of the season, with loss of all registration fees.*
      - iv. *The penalties for ejections apply to the offender. If a player is ejected, the Head Coach will be restricted to the dugout for the remainder of the game. If the Head Coach shows a pattern of lack of control over the team, the Head Coach may also be subject to ejection and suspension penalties.*
      - v. *All suspensions can be appealed to the league commissioner.*

Section 4.06 Win-loss records and standings are kept for this league. **Note:** coaches should confirm an accurate score with each other at the conclusion of the game.

Section 4.07 The following will be used to break any ties in the regular season standings:

- (a) Regular season head to head competition between the involved teams.
- (b) Runs against in head to head competition.
- (c) Runs scored head to head.
- (d) Runs against versus all opponents.
- (e) Runs scored versus all opponents.
- (f) Coin flip.



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### Article V. 10th – 12th Grade Post-Season Tournament Rules

Section 5.01 The Division Chairman will determine tournament seeds by using the final regular season records. The post-season tournaments will be played with the same rules used during the regular season except for the following:

- (a) The home team for each game will be determined by the team that has the better seed from their regular season record.
- (b) No time limit in the championship game.
- (c) Pitchers can pitch a maximum of 5 innings per game, every game. One pitch in an inning counts as a whole inning. There are no days rest required.
- (d) Tournament game balls will be supplied by the league.