

SOUTHERN ILLINOIS SELECT BASEBALL LEAGUE

Every new season brings new faces and challenges. This new season looks to be bigger and better with coaches and managers constantly looking for the league that would be the best fit for their team. The SISBL is known for producing some of the top teams in the state of Illinois in various classifications. SISBL runs league games at the Freeburg Sports Complex, O'Fallon Family Sports Complex and Waterloo Jaycee Sports Complex. The league itself has become one of the best in accommodating teams of all playing abilities. Being able to run two divisions in age groups 9u through 14u and an 8u Machine Pitch division has set the standard for all leagues. By participating with SISBL, coaches are able to just coach their team and not be concerned with field setup, game balls, or scheduling umpires. With SISBL, you have flexible scheduling that the coaches decide and doubleheaders are optional. This is all included with your season which takes pressure off the coaches and makes their summer more enjoyable.

*Standards, Official
Rules, and
Eligibility of the
Southern Illinois
Select Baseball
League (SISBL)*

Southern Illinois Select Baseball League

Standards, Official Rules, and Eligibility of the SISBL

Divisions of the Rules

1.00 - Playing Field and Equipment

2.00 - Starting and Ending the Game

3.00 – Rules of Play (League By-Laws)

Note: Rules for the SISBL will be in accordance with the Official Rules of Baseball unless otherwise specified herein.

4.00 – Specific Rules for 9u Division

5.00 – Miscellaneous League Rules

6.00 – 8u Machine Pitch Rules

7.00 – Player Eligibility

1.00 - Playing Field and Equipment

1.01 – Field Dimensions

- (a) 8u Machine Pitch Division shall be 42 feet pitching distance and 60 feet base length.
- (b) 9 & Under Division shall be 45 feet pitching distance and 65 feet base length.
- (c) 10 & Under Division shall be 45 feet pitching distance and 65 feet base length.
- (d) 11 & Under Division shall be 50 feet pitching distance and 70 feet base length.
- (e) 12 & Under Division shall be 50 feet pitching distance and 70 feet base length.
- (f) 13 & Under Division shall be 54 feet pitching distance and 80 feet base length.
- (g) 14 & Under Division shall be 60 feet 6 inches pitching distance and 90 feet base length.

1.02 – Uniforms

- (a) All players on a team shall wear uniforms identical in color, trim and style.
- (b) Pitchers may not wear an undershirt with white or gray sleeves.
- (c) Pitchers may not wear any wristbands or like items. Pitchers may wear a batting glove under the fielding glove provided that the batting glove is solid in color and matches the color of the fielding glove.
- (d) Pitchers may wear sunglasses as long as they are not deemed distracting in the umpire's judgment.
- (e) Metal spikes may be worn in the 13u & 14u divisions only.
- (f) Pitchers may not wear metal spikes on the portable mounds. Acceptable footwear can include rubber molded cleats, turf shoes or tennis shoes.

1.03 – Equipment

- (a) The catcher may wear a catcher's mitt or a regular fielding glove.
- (b) The first baseman may wear a first baseman's glove or a regular fielding glove.
- (c) All players other than the first baseman and catcher must wear a regular fielding glove.
- (d) The pitcher's glove may not be white, gray, nor in the judgment of the umpire, distracting in any manner.
- (e) All players shall use a double ear-flap protective helmet while at bat, running the bases, or coaching the bases.
- (f) Catchers shall wear all appropriate protective gear including a catcher's helmet with facemask and either a built in extended throat guard or a separately attached throat guard, chest protector, shin and/or leg guards and a protective cup. Skull helmets shall not be worn; helmets shall fully cover both ears.
- (g) Bat Restrictions: The official bat shall be round in cross section for its entire length, straight from end to end for its entire length and smooth surfaced in the hitting area. The maximum diameter shall not exceed 2 ¾ inches, the maximum length shall not exceed 36 inches and the maximum weight shall not exceed 31 ounces. All bats must either have the new USSSA stamp, be a qualified BBCOR bat, or be made of wood.

(1) First offense for using an illegal bat:

(a) If the umpire discovers that a bat does not conform to 1.03(g) and the ball has been put in play, but before the next legal pitch, the defensive team will have the choice of the result of the play or the batter being called out and all runners returning to the base occupied before the pitch. The bat will be removed from the game; however, it is not grounds for ejection.

(b) If the bat is found to be illegal following the next legal pitch to any batter after the ball is put in play by such bat, the bat is removed from the game with no penalty.

(c) If a bat is to be found illegal and the ball has not been put in play by that batter, the bat is removed from the game with no penalty.

(2) Second offense for using an illegal bat: If a team is found in violation of this rule a second time, then the head coach will be ejected in addition to the First Offense penalty.

2.00 – Starting and Ending a Game

2.01 – Home team is predetermined according to the league schedule. If necessary, a coin flip may be needed to determine the home team.

2.02 – Time Limit for 9u through 14u divisions is one hour and fifty minutes (1:50). Time limit for 8u machine pitch divisions will be fifty-five minutes (:55). The game time will start at the completion of the umpires/coaches pregame meeting.

Once the time limit is reached –

- (a) The inning will be completed.
- (b) If the home team is leading and currently batting, the game is over.
- (c) If the inning ends in a tie, the game is over and ends in a tie game.

If at the end of a regulation game the score is tied and there is time still remaining on the clock, then extra innings may follow. If the game is still tied at an end of an extra inning and the time limit has expired, the game is over and ends in a tie.

No new inning may start after 1 hour and 50 minutes.

For time limit purposes, an end of an inning consists when the last out is made at the bottom of the inning.

2.03 – An imposed Mercy (Run) Rule shall be used to complete a regulation game when one team's margin of lead is greater than or equal to the prescribed limit. The home team shall not bat if they are winning and the mercy requirement is met prior to the bottom half of the inning. Similarly, if the home team is batting and meets the mercy requirement in the bottom half of the inning the home team shall cease batting and the game shall end.

Mercy (Run) Rules are as follows:

- (a) Run differential of 12 runs after the 4th inning
- (b) Run differential of 8 runs after the 5th inning.

2.04 – A regulation game consists of seven innings for all age divisions, unless the time limit has been reached (Rule 2.02) or a mercy run rule is obtained (Rule 2.03).

2.05 – Teams must use a continuous lineup (Round Robin) and all players may move freely in defensive positions with exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting lineup.

(a) When any player must leave the lineup for any reason except for an ejection, that position in the lineup will be skipped over with no penalty.

(b) If a player is ejected from the game; then his position in the lineup will be declared an out each time it comes up.

(c) If a player leaves the lineup due to illness or injury and is not able to bat when his turn comes up in the order, that player will not be able to return for the remainder of the game.

2.06 – When submitting a lineup card to the opposing team, coaches must use the player’s last name and uniform number.

2.07 – Teams may play an official game with an eight player lineup. If a team plays with an eight player lineup, no out shall be declared for the ninth position in the batting lineup each turn at bat. A ninth player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available. The only players that are eligible to be added to the lineup must be in uniform. No coach may pick up a player from another team or in attendance that is not in the team’s uniform. All players added to the game must also be on that team’s roster.

2.08 – A team may continue a game with a minimum of eight players. If a team drops to only seven eligible players, then that team must forfeit.

2.09 – If a game is called due to rain, weather, light failure or other acts of God and cannot be resumed, it is a regulation game if four innings have been completed or three and half innings if the home team is leading.

2.10 – A game that cannot be declared a regulation game shall be a suspended game. It will be the decision of the League Director as to if the game shall start over from the beginning of the game, or if the game continues at the point of the suspension.

2.11 – The maximum number of coaches allowed in the dugout is four. All coaches and managers need to be listed on the coach’s roster as a coach or manager. Only coaches that are listed on the team roster are eligible to coach in the dugout. In the case of a coach’s ejection, you may not bring in a substitute coach and/or parent to assist for the remainder of the game. The purpose of this rule is to eliminate anyone other than coaches and players being on the playing field or in the dugout. This assists the umpires in determining who should or should not be on the field.

2.12 – Tie Breaker Rules – In the event that two teams are tied at the end of the season the following tie breaker rules will be in effect.

- (a) Head to Head against each other.
- (b) Runs allowed against each other.
- (c) Run differential against each other.
- (d) Coin flip.

3.00 – Rules of Play (League By-laws)

3.01 – Courtesy Runner

(a) A courtesy runner will be allowed for the pitcher and catcher of record from the previous inning on defense. A courtesy runner may be used at any time regardless of the number of outs there are in the inning.

(b) The courtesy runner shall be the player who recorded the last BATTED out. If no outs have been recorded in the game, the courtesy runner shall be the last batter in the lineup.

(c) If the last batted out is the pitcher or catcher, the courtesy runner shall be the previous batted out to said pitcher and/or catcher.

(d) Any one courtesy runner may only be used one time per inning. In the event that a player must run a second time in one inning, the previous batted out prior to him shall be the courtesy runner.

(e) If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be used without penalty. If no proper courtesy runner is available, the pitcher and/or catcher must run for themselves.

3.02 – Pitcher Limitations

(a) In the 9u to 11u Divisions, a maximum of four innings PER DAY is allowed.

(b) In the 12u to 14u Divisions, a maximum of five innings PER DAY is allowed.

(1) For all cumulative totals in this rule, one out equals one-third of an inning, two outs equals two-thirds of an inning and three outs equals one full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

(2) A pitcher may go over the legal number of innings pitched if it was due to a double/triple play. It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief. At that time, a legal pitcher will replace the violating pitcher without penalty. Although the incident will be reported to the League Director and upon a second violation of this rule, the coach may be suspended. Any play(s) that has happened previous to this point stands.

3.03 - Once a pitcher is removed from the pitching position, he may not return to the mound for the remainder of that game.

3.04 – One visit to the mound per pitcher per inning. On the second visit to the mound in the same inning to a pitcher, the pitcher must be removed from the pitching position.

3.05 – Any batter that is hit and the umpire deems as an intentional hit batter, the umpire may eject that pitcher from the game without warning.

3.06 – No pitches need to be thrown for an intentional walk. The manager/coach, pitcher, or catcher can request to intentionally walk a batter at any time during the at bat.

3.07 – One balk warning per pitcher for 10u and 11u Divisions. No balk warnings for 12u – 14u Divisions.

(a) A balk is a delayed dead ball.

(b) In the 10u and 11u Divisions -- If the pitcher has not received a warning yet, at the conclusion of the play, time will be declared by the umpire, and the offensive team will have the option of accepting the result of the play

or have all runners return to their last legally touched base at the time of the balk. In either case, a warning will be given to the pitcher.

3.08 – On deck hitters should place themselves on whichever side of the on deck area that is to the back side of the current batter at the plate. The only exception to this rule is games played at the O’Fallon Sports Complex. At that location, on deck hitters may either go to the back side of the batter or stay near the opening of their dugout.

3.09 – Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.

Penalty: The runner shall be called out and may be ejected from the game at the umpire’s discretion.

Comment: When enforcing this rule, the umpire should judge the runner’s intent. If the umpire feels the contact was unintentional, the runner should only be declared out. If the umpire feels the contact was intentional and/or malicious, the runner should be declared out and ejected from the game.

Comment: If a player is laying prone on the ground in the runner’s base path, only then may the runner leap, jump or dive over the fielder and/or catcher.

3.10 – *Any rules not specifically covered herein will be referred to and ruled in accordance with Official Rules of Baseball, 2014 version.*

4.00 - Specific Rules for 9u Division

4.01 - Teams may field four outfielders. Outfielders will need to be positioned in the outfield areas. No outfielder is allowed to play short right/center/left field.

4.02 - The batter may not advance to first base on a dropped third strike. The batter is automatically out.

(a) Runners from first base or second base may advance at their own risk with the liability of being put out if the next base is open. The runner from third base may not advance.

4.03 - Runners from third base may only advance/score on a batted ball put in play, a bases loaded walk, or a bases loaded hit batter.

(a) A runner from third may be picked off for an out, however he cannot score. If the runner from third does get in a run-down and advances home without being tagged out, time will be called by the umpire and the runner will be returned to third base. All other base runners will be returned to their original base at the time of the initial play.

(b) A runner from third may not score on any pick-off attempt or a ball thrown out of play due to a pick-off attempt at any base.

(c) A runner from third may not steal home or advance on a wild pitch or passed ball.

(d) A runner from third may not advance on a throw to from the catcher on a steal attempt by another runner from first base.

(e) A runner from third may not advance on an errant throw from the catcher back to the pitcher.

4.04 - No balks will be called. Any balk infraction will be a delayed dead ball. The offensive team will have the option of accepting the result of the play or have all runners return to their last legally touched base at the time of the infraction. The umpire will explain to the pitcher and the coach the cause of the infraction.

5.00 - Miscellaneous League Rules

5.01 – League Communication – The majority of communication for the league is done via email. It is imperative that everyone in charge of communications for the teams make sure their email box is not full and able to accept incoming mail. Emails must be checked periodically for league information, especially regarding rescheduling.

5.02 – There will be no field protests. Player eligibility protests only (see rule 7.03).

5.03 – Players and fan behavior is the responsibility of the manager and coaches.

5.04 – Ejections

(a) Any coach that is ejected must leave the confines of the sports complex immediately. Failure to do so will result in a forfeit.

(b) Any player that is ejected may remain in the team's dugout.

(c) Anytime a parent is removed from the stands, the head coach will also be removed for the remainder of that game, or in the head coach's absence, an assistant coach will be removed. The offending parent and the coach must leave the confines of the sports complex immediately. Failure to do so will result in a forfeit.

(d) All ejections will be reviewed by the League Director and the League Umpire-in-Chief. Any coach getting an ejection may serve a game or multiple games suspension. Disciplinary action will be on a case-by-case basis due to the severity of the ejection/infraction of the coach, player or parent determined by the League Director and UIC.

(e) Abusive language or cursing shall not be tolerated under any circumstances and shall result in an automatic ejection.

(f) Throwing of equipment shall result in an automatic ejection.

(g) If necessary, a team may be forced to forfeit a game and/or be removed from the league.

5.05 – Scheduling

(a) If a coach or manager cancels a game for any reason after the schedules are official, there will be a \$25 fee for this service. If the fee does not get paid, the game will be forfeited.

(b) If a coach needs to cancel a game for any reason, he will need to contact the League Director and opposing coach within 48 hours of the date of the game to be canceled. Failure to do so will result in the game being forfeited. The team is required to call the league director as soon as they know they cannot field a team for that game within 48 hours before the game time.

(c) When a game is canceled for any reason (including a rainout), the two opposing coaches need to find the earliest open date on the schedule posted on the league website and pick a date to make up the game. Coaches will need to come to an agreement on what works best for both teams. Once a date has been chosen, an email must be sent to the League Director to verify the date and that the time selected is open. At that time, the League Director will send a confirmation to both coaches confirming the rescheduled date.

(d) Coaches will have five days to work out a rescheduled date for any game that is canceled for any reason. In the event a coach does not communicate with the opposing coach, the coach that did communicate will be allowed to pick a date that works for him. At that time, the League Director will send a confirmation email to both

coaches regarding the rescheduled date. If neither coach communicates within the five day grace period, the League Director will pick a date to reschedule the game and send a confirmation email to both coaches.

5.06 – When there is a game being played on any field regardless of age division, teams are not allowed to warm up in the outfield. Teams warming up must remain out of all ‘in play territory’.

5.07 – The batting cages are on a first-come, first-serve basis for all SISBL teams. Teams shall be courteous when other teams are waiting to use the batting cages.

5.08 – No soft toss against the fences.

5.09 – Absolutely no alcohol or alcohol consumption is allowed in the dugouts or on the playing fields.

5.10 – No food or beverages may be brought into the Freeburg Sports Complex. Coaches may bring coolers for water or cold towels in the dugouts only. If parents bring in coolers for storing cold towels for the players, the cooler must remain in the dugout.

5.11 – Please clean up your dugout after each game.

6.00 – 8u Machine Pitch Rules

6.00 – Time limit for all games will be fifty-five minutes. No new inning may start after fifty-five minutes have passed. Mercy rules are 12 runs after 4 innings and 8 runs after 5 innings. A game is complete if it goes past 8 innings, reaches the time limit, or mercy rule has been reached.

6.01 – Fair Ball Arc: There shall be a twenty-foot arc drawn from first baseline to third baseline in front of home plate. A batted ball must go past this line to be a fair ball.

6.02 – Safety Arc: There shall be a thirty foot arc drawn from first baseline to third baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

6.03 – Pitching Circle: There shall be a ten-foot diameter circle with the front edge set at forty-two feet from the rear point of home plate.

6.04 – Pitching speed will be set at 42 MPH.

6.05 – Ten defensive players shall play in the field with four outfielders. The fourth outfielder shall not assume an infield position. All outfielders must stay behind the baselines until the ball is hit.

6.06 – The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit.

a) First Offense: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or a no-pitch and any/all runners return to their original base(s).

b) Second Offense: First offense ruling, in addition to the removal of that player from the pitching position for the remainder of the game.

6.07 – The infield fly rule shall not be in effect at any time.

6.08 – The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

6.09 – Teams may start a game with eight players.

6.10 – Teams may use free substitution on defense but the batting order shall remain the same.

6.11 – The batter shall receive a maximum of six pitches or three swinging strikes. If the umpire deems a pitch unhittable, he/she may award the batter one more pitch. In the event the batter swung at the ball, it is still considered one of his six pitches.

Comment: If on the sixth pitch the batter hits the ball foul, he/she will get another pitch to hit. This will continue until the batter swings and misses, puts the ball in play, or looks at too many strikes without swinging.

6.12 – No bunting.

6.13 – A player may only be intentionally walked once per game by announcement from the defensive team.

6.14 – Runners may not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.

6.15 – Runners can only take one base on an overthrow and no more than two overthrows per play.

6.15 – Any ball that stops in the pitching circle is a dead ball. When a batted ball hits the pitching machine and remains in the circle, the ball is dead and the batter is awarded first base. When a ball hits the machine, and leaves the circle, the ball is still considered to be in play.

6.16 – After a throw from an outfielder to an infielder and he/she secures the ball, the play will be considered a delayed dead ball which is to be declared by the umpire.

a. If a defensive player makes a play on the runner, then the ball becomes live and that runner can advance at his own risk or be tagged out. If the runner is more than half-way to the next base at the time of the delayed dead ball, he/she will be awarded that base. If not, the runner goes to the last attained base.

6.17 – A courtesy runner for the catcher of record from the previous inning may be used. The courtesy runner will be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

6.18 – Umpires shall call “Time” after every play. “Time” shall be called as soon as all runners are not attempting to advance.

6.19 – A team may score a maximum of six runs per inning, except for the sixth inning. If the game makes it to the sixth inning before time limit is reached, both teams will have the opportunity to score an unlimited number of runs.

7.00 – Player Eligibility

7.01 – Player Age Eligibility -- For all age divisions, the birthday cutoff date is April 30th. A player's minimum age division that he may participate with will be the age of that player on May 1st. This cutoff date will be strictly enforced.

Example: If a player turns eleven years old on April 30th, that player must play in the 11u Division. If a player turns eleven years old on May 1st, that player may play in the 10u Division.

A player may play up in age divisions, but may not play down in a lower age division.

7.02 – Birth certificates are required for each child playing in the Southern Illinois Select Baseball League. The coach must submit the team roster with birth certificates for each player listed on the roster to the League Director.

7.03 – If a coach believes a player may not be of legal age, he may file a protest with the League Director. There will be a \$100 deposit required to review each certificate in question. Upon request of the League Director to the proposed offending team's player, the coach will be required to produce a certified birth certificate within 2 weeks. If the birth date on the certificate is within the league guidelines, the \$100 deposit will be forfeited to the Southern Illinois Select Baseball League. If the offending player is deemed ineligible, the offending team will forfeit all games in which the offending player participated and the \$100 fee will be refunded.

7.04 – A player shall be permitted to participate on multiple teams but only one team per age division regardless of classification.

7.05 – Players may be added to the roster up until April 30. If a coach or manager needs to add a player to their roster after April 30, they may do so with the following exception. The player has to be from a younger division.

Example: if you are playing in the 14u division, you can add a player to your roster after April 30 if the player plays in the 13u or younger division.

The added player and parent will need to sign the team roster and a birth certificate will need to be given to the League Director.