THE ILLINOIS TRAVEL BASEBALL LEAGUE
9U RULES

INSURANCE

All teams must provide proof of Insurance Coverage.

The policy must show as thee certificate holder:

The Illinois Travel Baseball League / Lockport Boys Baseball

The address of the certificate holder:

P.O. Box 296
Lockport, IL 60441

. **ROSTERS**

All players participating in The Illinois Travel Baseball League must be on The Official ILTBL Roster and be of proper age. Players must be 9 years of age or younger on: April 30th, 2020

1. A Player's Birth Certificate can only be requested by an Age Group Director.
2. Players not included on The Official ILTBL Roster or not of proper age will be considered an ineligible player.
3. Any team using an ineligible player will be charged with a forfeit for every game the ineligible player participated.
4. Any Player added to a Team's Roster after April 1, 2020 must be approved by the Age Group Director.

5. A Player from the same organization cannot be added to another team's roster in the organization in the same Age Group (i.e. Johnny from 11U Baseball Blue cannot be on the roster of 11U Baseball Red)
6. A Player from the same organization can be added to another team's roster in the same organization if the Player is playing up in age. (i.e. Johnny from 11U Baseball Blue can be added to 12U Baseball Blue / Red's Roster)
7. A Player can only be on one roster (one team) in the ILTBL with the exception of Roster Rule 6. A Player will not be allowed to play for multiple teams /organizations while on the roster of a team / organization

FIELD DIMENSIONS

Gold / Silver Conference

1. The Bases will be set at 60 feet.
2. The Pitching Rubber will be set at 44 feet.

PRE / POST GAME REQUIREMENTS

1. HOME Team shall have their choice of Dugout.
2. HOME Team shall provide / pay the cost of one (1) Umpire per Game.
3. VISITING Team shall provide 2 New Baseballs for each ILTBL Game.
4. HOME Team must inform the VISITING Team of any Time Restrictions before the game due to Field Allocation restrictions.
5. WINNING Team must submit Game Results on the ILTBL Website within 24 Hours

EQUIPMENT

1. All Bats must have The Official USSSA / BPF 1.15 Stamp on the Handle / Barrel.
   a) There is NO Restriction on Barrel Size.
   b) All Senior League / Big Barrels allowed.
   c) Wooden Bats are allowed and there are no restrictions on Wood Bats.
2. A bat that may be in question must be brought to the attention of the Umpire before or during the at bat. If a player advances to a base with a bat in question he shall be deemed safe even if the bat is recognized as illegal. The bat must be removed from the game.
3. Helmets must cover both ears and be worn while batting and on the base paths
4. No metal spikes allowed.
5. All Players must wear appropriate Boys appropriate Protective Gear.

GAME LENGTH

1. Games are 6 Innings but may be subject to Time Restrictions due to local field allocations.
2. Slaughter Rule - The game shall be complete where a team is leading by:
   15 runs after 4 complete Innings
   10 runs after 5 complete Innings
3. ILTBL Games can end in a tie game.
4. Game Length / Weather / Darkness
   a) Complete Game is 3 Innings or 2 ½ if the Home Team has the lead
   b) If weather or darkness or time is an issue and a game is not yet official it shall not be ruled a "suspended" game but a "called" game because the game had not yet become an official game. No game called because of weather shall be a suspended game unless it has progressed for enough to become a regulation game.
   c) If a game is called before it has become a regulation game, the Umpire-in-Chief shall declare it a "No Game" and the game must be started over with the score of 0-0.
   d) If a game called due to weather, darkness, time cannot be made up by the two teams with a reasonable attempt to do so, the game shall be entered into record as a tie score of 7-7.

.

WEATHER / DELAYS

1. A weather delay is to be determined by the managers. If the managers cannot reach an agreement, the umpire's decision will be final.
2. The game MUST be delayed at the first sight of lightning. This is non-negotiable.
3. The game can restart 10 minutes after the last lightning was spotted.

   It is up to both managers to decide if it is worth waiting for the weather to be clear. All local Field Rules and Weather Alarms should be obeyed. Wait time cannot exceed one hour. At that time, the game will either be complete, or rescheduled according to the rules.

GAME PLAY RULES

Where not specified under The ILTBL Rules, all Pony Baseball Rules will apply. Any rules in this document will supersede Pony Baseball Rules.

Gold / Silver Conferences

1. **No Dropped Third Strike**
2. **Infield Fly Rule is in effect.**
3. **No Slash Bunting.** A player showing bunt at any time after entering the batter's box., cannot pull back and swing away at the pitch.
4. **No Contact Rule:**

a) There is a "No Contact" Rule in effect at all bases if a play is being made on the runner.
b) The Base Runner will NOT be ruled out for not sliding, if in the Umpire's judgment the runner made the effort to avoid the tag and or contact.
c) If in the Umpire's judgment, a Base Runner intends to injure, makes malicious contact or whose actions are considered to endanger any player on the field, the Runner will be called OUT and EJECTED from the game.

5. **Continuous Batting Order:**

a) A Continuous Batting Order is MANDATORY.
b) The batting order will include no less than 9 players, and will include every player participating in that game.
c) The number of batters presented in the lineup before the game shall not be changed unless:
d) A player is injured and has to be removed.
e) A player arrives late to a game. In such a case, the late player can only be inserted into the lineup as the last batter.
f) If a player does not bat for any reason other than removal from the lineup due to injury, an out will be recorded each time that player is skipped in the order.
g) Once a player is skipped in the batting order, he or she can no longer participate in the game. If a valid protest is to be made against a team batting out of order, it must be done immediately after the improper at-bat. At that time, the improper batter will be called out, and any advanced runners will return to the base they occupied prior to the at-bat. After the first pitch of the next at-bat, no protests will be allowed.

6. **Stealing /Lead-Offs**

a) Stealing is allowed after the ball crosses the plate
b) Secondary lead offs are allowed after the ball crosses the plate
c) Stealing on passed balls is allowed
d) A base runner(s) stealing a base can advance on an overthrow by catcher
e) Stealing Home is allowed
f) Runners on 1st and 3rd, an attempt by the defense to throw out runner stealing 2B, the runner at 3B can advance
g) Base runner(s) may advance multiple bases on a pass ball. Runner may continue to advance until the pitcher possesses the baseball
h) A batter that receives a walk, cannot steal 2nd base until a pitch is thrown. (Reference

#6a master rule)
7. **Courtesy Runner** maybe optional with 0 or 1 out and will be mandatory for Catchers only with 2 outs to expedite the game
8. No Chanting allowed
    a) A team can cheer on their teammates but it must stop when the pitcher comes to a set pitching position

PITCHING RESTRICTIONS / LIMITATIONS

1) A Pitcher may not pitch more than 3 innings per Game / Day when playing in an ILTBL Game.
2) One pitch = One Inning Pitched.
3) Violation of the Pitching Rules will NOT result in a forfeit of the game.
4) The Pitcher in violation will be allowed to finish pitching to the batter if the infraction is not called at the beginning of the 4th Inning Pitched. It is entirely up to the opposing Coach to call to the infraction to the attention of the Umpire and Opposite Coach before the Batter steps into the Batter's Box. At this point the Pitcher violating the rule will be removed. After an Official at Bat is started the pitcher shall not be removed until the at bat is over no matter the count.

If a team wishes to challenge that a violation of the Pitching Limitation Rule has occurred, the challenge must be made at the time of the violation. The Pitcher must be removed immediately. This Rule is for the safety of our young Pitchers, not a "Gotcha" Rule intended to influence the outcome of a game.

5) Any pitcher who hits two batters in an inning or three in a game must be removed
6) A pitcher must be removed on the second visit to the mound in an inning or third visit to the mound in a game. Visits to the mound will count whether from manager or coach.
7) A visit to the mound for an injury will not count.
8) Once a pitcher is removed from the game as a pitcher, he cannot return to pitch in that game.
9) No white on the arm of a pitcher.
10) No sun glasses may be worn by the pitcher (unless prescribed by a doctor).
11) No necklaces may be worn by a pitcher
12) Intentional walks can be directed to umpire and the batter will take 1B without a pitch being thrown

Gold / Silver Conferences
2. Balks will not be called

COACHES / PLAYER CONDUCT

Any Manager, Coach, or Player ejected from a game for ANY reason will receive the following:

a) A First Offense will result in a WARNING from the Age Group Director.
b) A Second Offense will result in a Two (2) Game Suspension from ANY ILTBL Game.
c) A Third Offense will result in Suspension from The ILTBL for the remainder of the season and your return to the league will be decided by The ILTBL Executive Board of Directors.

1. If a manager, coach, or fan is ejected, they must leave the premises immediately. Failure to follow this rule will result in forfeiture of the game. If the problem occurs, the Directors will consider the removal of the manager and/or team from the league for the remainder of the season.
2. All managers will be responsible for the conduct of their fans. In the event that a fan becomes disruptive, the umpire may issue a warning. The second incident will result in immediate ejection. Also, the league directors will review the incident and can remove the child associated with the offending fan from the roster.

PLAYOFF / DIVISION TIEBREAKER

All forfeits will result in a final score of 7-0.
All scores not posted on the ILTBL website within 48 hours of scheduled posted game will result in a final score of 7-7 tie.

In case of Conference / Division Ties:

Two (2) Teams tied:

1. Head to Head
2. Fewest runs allowed
3. Run differential
4. Total Runs scored

Three (3) Teams tied:

1. Fewest runs allowed
2. Run differential
3. Total runs scored
4. Coin Flip