



# Collinsville Youth Baseball and Softball League

## Majors Baseball Program Rules

with O'Fallon/Shiloh (O&S)  
5<sup>th</sup> and 6<sup>th</sup> Grades

Revised 3.24.2025

***Collinsville Parks and Recreation Leagues are recreational in nature and are designed for all kids to play and improve their skills. This league is not about winning but learning to play the game.***

*\*Standings/statistics will not be kept by the league office\**

The Collinsville Youth Baseball and Softball Leagues will operate under the official USSSA rules with the following league amendments and inclusions

Spring/Summer season, teams will have a 12-game schedule with 10-games guaranteed  
*No games will be scheduled after July 1st*

## **Personal Conduct Policy**

### **TEAM CONDUCT**

1. Coaches, players, and spectators shall not dispute calls made by the umpire. Any verbal/physical abuse towards umpires will not be tolerated. Abuse of any kind will result in an ejection and a minimum one-game suspension.
2. No manager, player, coach, or spectator may charge, threaten, or abuse an umpire at any time.
3. Absolutely no foul language should be used in practices or games. The use of foul language can also result in a minimum one-game suspension.
4. Teams can cheer/develop cheers for their own team, however, no chants/jeers/boos can be directed at any opposing player/coach/team.
5. Only coaches are allowed on the fields during games. Any parent entering the field will result in a minimum one game suspension. *Exception: parent(s) attending to an injured player/child.*
6. All spectators, not directly involved in the game, must stay more than 10ft outside the foul territory.
7. Umpires are instructed to deal only with coaches. Coaches are responsible for correcting any conduct issues with players, coaches, or spectators.
8. If a discipline problem arises with a player during a practice/game, and the coach wishes to sit that player out, the coach has the right to sit that player. In a game situation, if this problem arises, please notify the opposing coach and umpire of the situation.
  - a. *In the event a player must be benched because of behavior issues, please notify the Parks and Rec staff.*
9. Tobacco and vape products are not allowed to be used on the playing fields or in the dugouts on all park property. If someone wishes to use tobacco/vape products, they must be **a minimum of 50ft** from any athletic field/dugout.

#### **Umpire in Charge (U.I.C.)**

Michael Romanich

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#### **Recreation Superintendent**

Kristen Siebert

[recsuperintendent@collinsvilleil.org](mailto:recsuperintendent@collinsvilleil.org)

### **Schedule Requests:**

Cheryl Romanich

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# Playing Field/Equipment/Uniform

## PLAYING FIELD

- Bases will set at **70ft**
- Pitching rubber on a raised mound set at **50ft**

## EQUIPMENT

- Official League Ball (9in Ball)
  - Markwort LT94 **or** MacGregor Babe Ruth
- Parks and Rec will provide teams with the following equipment to use for the season:
  - 4-5 Batting helmets
  - 2-3 bats
  - 8-12 baseballs
  - Catcher's mask, chest protector, shin guards, and a catcher's mitt

*If any equipment breaks, different sizes are needed, or needs to be replaced, please contact the U.I.C*

\*Equipment must be returned within 30 days of the team's final game to receive a full/timely coaching refund\*  
*This includes returning the 8-12 practice baseballs provided at the beginning of the season*

## UNIFORM

- Parks and Recreation will provide the following uniform items:
  - Player uniform shirt
  - League hat
  - Coach shirt and league hat for **up to 2 coaches**
  - *Teams may NOT make any alterations to the uniform (adding names, logos, etc.)*
- Pant and sock colors of the uniform will not be mandated by the league
- Coaches will inform parents on what color pants and socks players will wear
  - *A player cannot be benched because they are not wearing the correct colors.*
- Players will need their own cleats, fielding glove, and protective cup.
  - Rubber molded cleats are recommended but sneakers are allowed
  - Metal cleats are NOT allowed
  - It is recommended that boys wear a protective cup.

## Game Play

### GAME LENGTH

- Game Length: 90 minutes
- Games will be no more than six (6) innings in length.
- The batting team will conclude its half of an inning when one of the following is met:
  - 1) three defensive outs are made,
  - 2) SEVEN runs score
  - *The only exception is if teams get to the 6<sup>th</sup> inning. The 6<sup>th</sup> inning is uncapped for both teams.*
- On days when games are scheduled back-to-back, no new inning may start within 20-minutes of the next game.
- Games that have completed three (3) full innings (both teams have batted), or at least 60-minutes of game time (regardless of number of innings played) will be considered a complete game.
- **Mercy Rule**
  - Games are considered complete after four innings (or 3 ½ innings for the home team) if one team has 15 or more runs than the other.
  - Games are complete after five innings (or 4 ½ for the home team) if one team has 10 or more runs than the other team.
- Both teams should keep a scorebook and compare often to ensure accuracy. In the event there is discrepancy, the home team's scorebook will be official.

## PLAYERS/ROSTERS/SUBSTITUTIONS

### ➤ **Players**

- Late arriving players should be placed at the bottom of the batting order
- Players should never spend more than one inning on the bench at a time.
- Players should never start more than one consecutive game on the bench.
- Any player that must leave the game due to injury, illness, or personal reason, will **not** be recorded as an automatic out; their place in the batting line-up will be skipped
- Team must have a minimum of 8 players to start a game
  - *Borrowing Players*
    - *A team may borrow a player from another team in the same division*
    - *Borrowed player cannot be from the current opposing team*
    - *Any borrowed player must be identified during the Coaches Meeting at home plate before the start of the game.*
    - *The opposing coach must agree to allow player as a borrowed player*
    - *Borrowed player must wear their regular team's uniform*
    - *Borrowed Players must bat at the bottom of the batting order*
    - *Borrowed Players cannot play as pitcher, catcher, or first base positions*

### ➤ **In-game substitutions**

- Players may be freely substituted (subs will not alter the batting order)
- All players must be subbed out before putting a player on the bench for a second time in one game
- Any player that must leave the game due to injury, illness, or personal reason, will not receive penalty (automatic out)

### ➤ **Rosters**

- Team roster will allow 14 players maximum

## COACHING

- **Confirmed team coaches are the only adults allowed on the field.**
- **Parents are not allowed to be on the field—need to be behind fence (refer to rule section regarding *Team Conduct*).**
- **Coaches must wear the coach's uniform. If a non-verified coach is on the field in a coaching capacity, the offending team will be charged with a coaching violation and team will forfeit.**

## BATTING/BATTING ORDER

### ➤ **Batting/Batting Order**

- All players are listed in the batting order.
- All bats should have at least one of the following:
  - the USSSA 1.15 stamp,
  - be labeled with the 1.15 BPF,
  - or approved by “USA” Baseball for league use.
  - Can be wood or aluminum
- **Dropped 3<sup>rd</sup> Strike**
  - The batter can advance on a dropped third strike if first base is NOT occupied with less than two outs
    - If there are less than two outs and a runner on first attempts to steal, first base is still considered occupied and the batter is out and may not advance on a dropped 3<sup>rd</sup> strike.
  - The batter can advance on a dropped third strike if first base is occupied and there are TWO outs
  - If a batter commits to their dugout after the dropped third strike, they are considered out.
    - Commit: leaving the batter's box with intent to return to the dugout
- Teams are allowed a first base coach and/or a third base coach when their team is batting

## PITCHING

- Pitchers will be allowed 5-6 warm-up pitches between innings.
  - Any new pitcher entered into a game is allowed 10 warm-up pitches
- The second trip to the mound in the same inning visiting the same pitcher will result in that pitcher being removed from the game as pitcher only; once a pitcher has been removed from the game as the pitcher, they cannot re-enter the game as a pitcher
- If a pitcher hits three batters in an inning, they will be removed from the game as pitcher only
- If a pitcher hits four batters in one game, they will be removed from the game as pitcher only
- Pitchers can pitch up to twelve outs per game, or 85 pitches, whichever comes first.
- Pitchers will need 2 days rest for 36-50 pitches; 3 days for 51-65 pitches; 4 days rest if they throw 66+ pitches.
- Pitchers can pitch a max of twenty-four outs per week.
- Please use your best judgement/common sense with tracking the number of outs/pitches thrown. If your pitcher is constantly reaching 7+ pitches per at-bat, please remove them if possible. Keeping an accurate scorebook with regards to balls and strikes will give you the best estimate of how many pitches a child has thrown.
- **BALKS** will be introduced to this age division
  - ❖ A Balk is an illegal motion by the pitcher that the umpire deems deceitful to any base runner(s)
  - ❖ Any base runner will be awarded the next base, and the pitch (if thrown) is waved off as a “Dead Ball”
  - ❖ After the first called Balk for a pitcher, any subsequent Balk Penalties will result in the runner or runners being award one base

## BASERUNNING

### ➤ **Baserunning**

- Players must slide or seek to avoid contact with the fielder. Players cannot leap or charge into the fielder to reach base.
  - If the umpire deems the intent was to “take out” the fielder, the runner will be automatically ruled out for interference.
- **Bunting is allowed.**
  - Players may lead out any base and can be picked off
- **Stealing Bases**
  - Players may lead off of any base but can be picked off. Stealing is allowed.
  - Runners must stop advancing once the ball has been returned to the pitcher
- When the catcher is on base and the second out is made, it is **REQUIRED** that the catcher have a pinch runner. (The only exception is if the catcher is on base with two outs, and it is the bottom of the 6th inning.) It is recommended that the pitcher also be pinch ran for if there are two outs, but not required.
- This way the catcher can head to the dugout and start getting equipment on for the next inning.
- The pinch runner should be the last batter to make an out.

## FIELDING

- Coaches must remain in the dugout when their team is on defense.
- Teams will field the following positions:
  - Infield Positions
    - Catcher, Pitcher, 1<sup>st</sup> Base, 2<sup>nd</sup> Base, 3<sup>rd</sup> Base, Shortstop,
  - Outfield Positions
    - Left Field, Left Center Field, Right Center Field, and Right Field
- **Infield Fly Rule**
  - The rule applies only when there are fewer than two outs, and there is a force play at third base (i.e., when there are runners at first & second, or the bases are loaded). In these situations, if a fair fly ball is in play, and in the umpire’s judgement it is catchable by an infielder with ordinary effort, the umpire shall call “infield fly” (or more often, “infield fly, batter’s out”); the batter will be out regardless of whether the ball is caught in flight. Umpires should raise their right arm up, index finger pointing up, to signal the rule is in effect.
  - If “infield fly” is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must tag up. If the “infield fly is called and the ball lands fair without being caught, the batter is still out, and there is still no force, but the runners are not required to tag up. In either case the ball is live, and the runners may advance on the play, at their own peril.

**WEATHER POLICY**  
**CPRD Weather/Rainout Hotline**  
**618-346-7529**

*(This is the Parks and Recreation Office Phone number)*

**Press #1**

\*Updates will be made no later than 4pm on weekday games\*

\*Updates will be posted 2 hours before the first scheduled game on Saturdays and will be updated throughout the day if needed\*

**DO NOT CONTACT THE OFFICE DIRECTLY FOR CANCELLATION INFORMATION**

*A complete copy of CPRD's Weather Policy can be found on the CBSL website*

**\*\*Official game cancellations will be made by the League Office ONLY\*\***

**Rain/Inclement Weather Policy**

Cancellation due to unplayable conditions or unforeseen conflicts will have the potential to be rescheduled if allowable.

**Lightning Policy**

If lightning can be seen, all persons shall leave the field/facility and move to a safe area, such as car, pavilion, etc. and enter a mandatory 20-minute delay. If no lightning is seen for 20 minutes, play will resume. If lightning is seen anytime within the 20-minute delay, the countdown resets to 20 minutes. *This is required of all user groups at any Collinsville athletic facilities.*

***\*The U.I.C. and/or the Site Supervisor will be the official timekeeper for any lightning delays. Game cannot resume until given approval from the U.I.C or Site Supervisor\****

**Heat Policy**

Hot weather policy for cancellations, delays, and heat safety procedures for any outdoor facilities includes the following:

- **Heat Index of 95-99 degrees**
  - Optional break in play every 30 minutes
  - Break lasts up to 10 minutes
  - Watch and monitor participants and take any necessary action
- **Heat Index 100-105 degrees**
  - Mandatory water breaks every 30 minutes for up to 10 minutes
  - Game clock does NOT stop
  - Players must hydrate, remove protective gear, and attempt to find shade if available
  - Players in the Catcher position, may not catch for more than two consecutive innings
  - Watch and monitor participants and take any necessary action
- **Heat Index greater than 105 degrees**
  - Start of game is delayed; new start time to be decided upon by a representative of the Parks and Recreation Department
  - If the heat index has not changed, the game will be cancelled
  - All rules for the Heat Index of 100-105 degrees will be followed

**Cold Weather Policy**

Cold Weather cancellation policy for any outdoor facility includes wind chill or temperature **at or below 24 degrees** for *internal programs.*

## **WEATHER POLICY**

### **O'Fallon Parks and Rec Weather/Rainout Hotline 618-622-1439**

- The Weather Hotline is (618) 622-1439 and you can also visit our Facebook page for updates.
  - **UPDATES WILL BE MADE NO LATER THAN 4PM**
  - If you call prior to 4PM, and the message has not been updated, we are still working to make decision on fields
  - If you call after 4PM, and the message has not been updated, that means that all games are on as scheduled
- In O'Fallon Community Park (on top of Pavilion #4) and at the Family Sports Park (on top of the Splash Pad Pavilion) there are lightning detectors
  - Detectors will blast for 15 seconds and the light at the top will strobe when lightning is detected within an 8-mile radius. After 15 seconds the horn will stop, but the light will keep strobing while lightning is detected
  - If 20-minutes pass and no other lightning is detected, the horn will sound with 3-bursts five seconds long and the light will turn off. That is the all-clear and play can resume
- If you are at Hesse Park, Shiloh Community Park, or Three Springs Park and anyone sees lightning, teams must leave the field and enter a mandatory 20-minute delay. If no lightning is seen for 20 minutes, play can resume. If lightning is seen anytime during the 20-minute delay the countdown resets to 20-minutes.