



Collinsville Youth Baseball and Softball League

Minors Baseball Program Rules with O&S Rules

3rd and 4th Grades

Revised 5.8.2026

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

mromanich@collinsvilleil.org

Recreation Superintendent

Kristen Siebert

recsuperintendent@collinsvilleil.org

Schedule Requests:

Cheryl Romanich

cherylatchbsl@gmail.com

Playing Field/Equipment/Uniform

PLAYING FIELD

- Bases will set at **60ft**
- Pitching rubber set at **42ft**

EQUIPMENT

- Official League Ball (9in Ball)
 - Markwort S92 **or** MacGregor Cal Ripken
- Umpires will provide game balls
- 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 to 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

- Games will be no more than six (6) innings in length.
- Games may end in a tie.
- The batting team will conclude its half of an inning when **one** of the following is met:
 - 1) Three (3) defensive outs are made
 - 2) **SEVEN** runs scored
- **No new inning may start after 100-minutes of play.**
- No new inning may start within 20 minutes of the next scheduled game on the field in use.
- Any game called due to time expiration will be considered complete, regardless of the number of innings played.
- Games that have completed three (3) full innings, or at least 60 minutes of game time will be considered a complete game in regard to weather-related delays or cancellations.
- **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 team.
 - 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 game official.

- Option: If the losing team wants to continue to play after Mercy Rule has been put into effect, both coaches must agree to continue play and confirm with Umpires.

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 league mandated coach's uniform.**

FIELDING

- Coaches must remain in the dugout when their team is on defense.
- Teams will field the following positions:
 - Infield Positions
 - Catcher, Pitcher, 1st Base, 2nd Base, 3rd Base, and Shortstop
 - Outfield Positions
 - Left Field, Left Center Field, Right Center Field, and Right Field

PITCHING

- The second coaches' 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.
- If a pitcher hits three (3) batters in an inning, they will be removed from the game as pitcher only.
 - If a pitcher hits four (4) batters in one game, they will be removed from the game as pitcher only.
- Pitchers can pitch up to twelve (12) outs per game, or 75 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 (24) outs per week.
- Please use your best judgement/common sense with tracking the number of 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.
- Once a pitcher has been removed from the game as the pitcher, they cannot re-enter the game later as a pitcher.
- Pitchers will be allowed 5-6 warm-up pitches between innings.
 - If a new pitcher is brought into the game, they will be allowed 10 warm-up pitches.
- Balks are not counted, but the umpire should ensure the pitcher makes a legal pitching motion.

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*
 - *Borrowed player must wear their original team's uniform*
 - *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(s).*
 - *The number of borrowed players must be less than the rostered number of original players. If a team does not have enough rostered original players in attendance, the game must be rescheduled.*
 - *Borrowed players must bat at the bottom of the batting order*

- Borrowed players cannot play as pitcher, catcher, or first base positions

➤ Rosters

- Team roster will allow a maximum of 14 players.

➤ Game Substitutions

- Players may be freely substituted (*substitutions will not alter the batting order*)
- All players must have been subbed out once before subbing out for a second time.
- Any player that must leave the game due to injury, illness, or personal reason, will not change the batting order or penalize team

BATTING/BATTING ORDER/BASERUNNING

➤ Batting/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.
- All players will be listed in the batting lineup (position changes do not alter lineup)
- **Bunting is not allowed.**
- The batter is out on the 3rd strike (*caught or not caught by the catcher*)
- Offensive teams are **allowed up to 2 coaches on the field** at 1st base and/or 3rd base.

➤ Baserunning

- Players must slide or seek to avoid contact with the fielder. Players cannot jump, leap, or charge into or over 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.
- Runners must stop advancing once the ball has been returned to the pitcher.
- **Stealing is allowed.** Runners cannot lead off. But may leave the base once the ball has crossed home plate.
- **Runners must be batted or walked into score. Cannot score on a passed ball/wild pitch. The only exception is a ball thrown out of play, awarding all runners an extra base.**
- Runner’s situations:
 - **A runner on second.** The batter gets a hit. The fielder attempts to throw the runner out advancing from second to third base. The ball then goes out of play and will be ruled a dead ball. The runner advancing to third advances home because the ball went out of play.
 - **If the ball doesn’t go out of play, the runner must stay at third base.**
 - **A runner on first.** The pitcher delivers the ball. The runner attempts to advance to second and the catcher tries to throw the runner out. The fielder misses the ball, and it goes to the outfield. The runner can then advance as far as third but can still be thrown out on the base paths. **Third base will be the farthest the runner can advance in this scenario and others like it as runners must be batted/walked in.**
 - **A runner on second.** The pitcher delivers the ball. The runner attempts to advance to third. The catcher attempts to throw the runner out at third. The fielder covering the base misses the ball, but the ball stays in play. **The runner could not advance home** because the ball was not batted, nor did it go out of play.
 - **A runner on third.** The pitcher delivers the ball. The catcher attempts to throw the ball back to the pitcher, but it is missed. **The runner must stay on third** because the ball was not batted.
 - In this scenario, a runner on first may try to advance to second, or runner on second advance to third, but can still be thrown out on the base paths.
- 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 this is 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.

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 FOR CANCELLATION INFORMATION

All cancellations and changes will be posted on the weather/rainout hotline

A complete copy of CPRD's Weather Policy and Reschedule 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. Download the Rainout App. (Blue and yellow raindrop logo).
 - **UPDATES WILL BE MADE NO EARLIER OR LATER THAN 2 HOURS PRIOR TO START TIME.**
- 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
- Heat Policy
 - Heat Index 95-99 degrees:
 - Optional break in play every 30 minutes of game time, break lasts for 10 minutes.
 - Watch and monitor participants for any necessary action.
 - Heat Index 100-105 degrees.
 - Mandatory water breaks every 30 minutes, break lasts 10 minutes and the game clock does not stop.
 - Players must hydrate and attempt to find shade (if available)
 - Players must remove all protective gear.
 - Players playing the position of catcher 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 the game is delayed 20-minutes. If after 20-minutes the heat index has not dropped the game will be canceled
 - All rules for the Heat Index of 100-105 apply.