

BBYSL is a recreational and an educational organization committed to giving all eligible youth, regardless of race, color, creed or athletic ability the freedom to explore the game of softball. This exploration takes the form of programs provided by adult volunteers devoted to excellence in the areas of: Citizenship, Friendship, Leadership, Sportsmanship, and Scholarship. All coaches, parents, spectators, umpires, and players are encouraged to foster the ideals of trust, honesty, loyalty, courage, and respect for authority.

1. All Bradley-Bourbonnais Youth Softball League CODE OF ETHICS AND CONDUCT and DIVISION RULES apply. Any coach, parent, spectator, or player ejection will carry an automatic one game suspension. A second ejection will carry a minimum two game suspension with possible removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed. Any player ejected for unsportsmanlike conduct will be ineligible for any BBYSL All-Star Team.
2. NO SMOKING is allowed anywhere on BBYSL grounds by any coach, umpire, parent, spectator, or player. First offense may carry an automatic one game suspension. A second offense may carry a minimum two game suspension with possible “game forfeit” and removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed.
3. NO PETS are allowed anywhere on BBYSL grounds. First offense may carry an automatic one game suspension. A second offense may carry a minimum two game suspension with possible “game forfeit” and removal from BBYSL for the remainder of the season. Ejections are final and MAY NOT be appealed.
4. NON-APPROVED RULES: No changes, alterations, modifications, private deals or understandings either expressed or implied by conduct will be made by any Head Coach and/or coaches of the opposing teams regarding rules, eligibility, field conditions or any other matter concerning division game play. The penalty shall be forfeiture of the game by both offending teams.
5. INELIGIBLE PLAYER: An Ineligible Player is defined as anyone who submits a falsified registration, anyone playing who has not registered or paid, anyone playing for a team in their division to which they were not assigned, and any eligible call-up player not listed in the official batting order prior to the game. When an ineligible player is discovered and protested, and the protest upheld, the game(s) in which the ineligible player was playing will be forfeited by the team using the ineligible player.
6. The Head Coach is totally responsible for the conduct of anyone associated with their team. All Coaches are expected to “Honor the Game” by teaching the Double-Goal Coach principles of respecting the R.O.O.T.S. of the game and the ELM Tree of Mastery to their players and encouraged parents to follow the same.
7. The Assistant Coaches are to assist the Head Coach in all team and league activities and may be designated Head Coach in the absence of the league assigned Head Coach at practices and/or games.
8. Unless allowed by rule, ALL COACHES must remain in their dugout while their team is on defense. Coaches may be in their dugout at the doorway. No one will be allowed outside the dugout.
9. Only the Head Coach may request a rules interpretation from the Head Umpire.
10. The Scorebook Keeper is to keep an accurate account of each game. The HOME TEAM Scorebook is the official record of the game and the Scorebook Keeper MUST immediately verify the final score with the VISITOR TEAM Scorebook Keeper.
11. Reporting game scores and stats: The HOME TEAM Scorebook Keeper is responsible for completing the “Game Scores & Stats Sheet” for the game and the HOME TEAM Head Coach is responsible for verifying, signing and placing the report in their DIVISION REPS mailbox immediately after the game prior to leaving the facility. Accurate standings are based on the efficiency of reporting game scores and stats.
12. A Continuous Batting Order must be prepared and exchanged with the opposing team prior to the game.

13. The Home Team will occupy the 3rd Base Dugout and, after the last game of the day, will remove bases, replace the rubber base plugs, and return the bases to the Equipment Storage area located directly behind the Concession Stand.
14. The Visitor Team will occupy the 1st Base Dugout and, after each game, will be responsible for raking in the pitcher's mound, the home plate area, and filling any holes around the other bases. Rakes are in the Equipment Storage area located directly behind the Concession Stand. Put rakes away after use.
15. Both Teams, including coaches, players, parents, and spectators are responsible for the general cleanup of the entire game field and complex; dugouts, all bleacher areas, both sides of the fence, and the parking lot.
16. ALL PRE-GAME WARM-UPS must be done outside the base lines or on the outfield grass. No team members are allowed inside the baselines or near the home plate area BEFORE the game.
17. NO DELIBERATE OR MALICIOUS CONTACT by any player or coach will be tolerated.
18. NO JEWELRY. Necklaces, bracelets, rings, watches, and earrings (pierced or clip-on) are not to be worn during games or practices. NOTE: If ears have recently been pierced and starter earrings may not be removed, First Aid Tape or BandAids MUST be placed over the earrings.
19. LEGAL BAT: A legal bat must meet the 2012 NSA; ASA Bat Performance Standard, bear either the 2012 certification mark. This rule applies to all divisions except 5U and 8U. NO wooden bats are to be used during any practice or game. BBYSL practice bats are exempt from stamp requirements and cannot be used in official tournament play.
20. Offensive Players MUST WEAR a NOCSAE stamped helmet and facemask while on the playing field including the ondeck hitter, a hitter in the batter's box, or any base runner. If a player intentionally removes their helmet during play and/or before reaching their dugout; the Umpire will issue a warning to the Head Coach and Team. The second time any player intentionally removes their helmet during play and/or before reaching their dugout; the Umpire will declare an out. Helmets may be removed if time has been called by the umpire.
21. Catchers must wear approved catching equipment during all games and practices. This includes any player receiving (catching) any type of underhand throws from a pitcher during practices, pre-game and between inning warm-ups. NO EXCEPTIONS. Safety of players should be the rule at all times.
22. Only up to (4) four league assigned and approved Coaches, Team Players, a Scorebook Keeper, and Team Parent may be in the dugout during the game. No other children, siblings, or parents will be allowed in the dugout.
23. All schedules and game times are determined by the BBYSL Board of Directors and all games will be played as scheduled unless rescheduled by the BBYSL Board of Directors.
24. A league assigned 8U Team Roster may consist of a minimum of ten (10) and a maximum of thirteen (13) players. If the assigned Team Roster is reduced below the minimum number, the Head Coach must notify the Division Representative. The Board of Directors may alter the minimum and maximum number of players assigned to a team to achieve division and league goals.
25. A minimum of eight (8) league assigned roster players MUST BE present to play a game.
26. No Call-Up Players Will Be Used In This Division.
27. If a team fails to field a minimum of eight (8) players by 10 minutes after the scheduled start time of the game, the team will forfeit the game. A scrimmage game may take place by combining both teams with an agreement by both Head Coaches and will last no longer than three (3) innings or one (1) hour, whichever comes first.
28. GAME LENGTH & TIME LIMIT: Play five (5) innings or one (1) hour and thirty (30) minute time limit, whichever comes first. No new inning after the time limit has expired unless the game is tied. The Head Umpire will keep the official time. Start time may be different then the scheduled time of the game. The new inning starts on the 3rd out of the previous inning. No ties, the international tie breaker will be used at the end of the time limit or of regulation play (innings), whichever comes first. If the home team is ahead at end of time limit, the game is over.
29. INTERNATIONAL TIE BREAKER: Each team starts the inning with no outs and a base runner on second base that completed the last official at bat from the previous inning. Each subsequent inning will start the same until a winner has been determined.

30. Games affected by severe weather or unplayable conditions will be complete after 3½ innings with the Home Team ahead and may be called by the Head Umpire and/or BBYSL Officials. If the game HAS NOT reached 3½ innings the game may be “suspended” after Head Coaches, Head Umpire, and League Official(s) meet and agree on the remaining “gametime” and “situation” of the game. This information MUST be recorded in both Scorebooks and signed by Head Coaches and Head Umpire. The league will reschedule the game and the division representative will notify the Head Coaches.
31. RUNS SCORED RULE: There is a four (4) run limit per ½ inning for each offensive team. However, if the game reaches the 5th inning, there is NO LIMIT to the number of runs that can be scored by the offense. This rule encourages players to play the entire game.
32. Ten (10) Runs Rule – Regardless of the amount of time remaining, if after the top of the 4th inning the Home Team is ahead by ten (10) runs the Umpire will declare the game over after conferring with each team to verify the score. A full complete game at this level is five (5) innings.
33. Defensive Coaches: Two (2) defensive coaches may be on the field in foul territory, one (1) down each baseline, adjacent to their outfielders at least 15 feet from the radius of the infield at all times. The coach may not interfere with the ball or players at anytime. Should a coach move closer than 15 feet to the radius of the infield or interfere with the ball or players, the umpire may restrict him/her to the dugout. If subsequent coaches violate this rule, the umpire may prevent any defensive coaches from being outside the dugout.
34. Offensive Coaches: Two (2) offensive coaches may be on the field in foul territory as 1st & 3rd base coaches. Baseline coaches may not have physical contact with base runners by assisting/pushing them to run; or by keeping/holding them from running to a base. Only hand and vocal signals should be used.
35. On defense a team may field up to ten (10) players: first baseman, second baseman, shortstop, third baseman, pitcher, catcher, and four (4) outfielders (left, left center, right center, and right). Outfielders must be on the outfield grass at the time of the pitch.
36. Coaches are encouraged to rotate defensive players to different positions and in and out of the game often to maximize the playing experiences for all players on their team.
37. Each player must play at least 3 defensive innings and must play at least 1 inning per game on the infield (1st, 2nd, 3rd, SS, P, or C).
38. During the game catchers should be in the crouched position behind home plate ready to receive a pitch from the Coach or Player Pitcher.
39. A courtesy runner for catcher is allowed and MUST BE the previous out. When there are two (2) outs and the catcher is on base, the league recommends the use of a courtesy runner for the catcher to allow more time for the catcher to get ready for the next inning and help maintain the pace of the game.
40. Defensive players cannot be repositioned after the beginning of an inning being played “except” due to player pitching changes (when used during 2nd and 4th innings), player illness, or injury.
41. On offense each team will utilize a Continuous Batting Order. Everyone bats in a Continuous Batting Order until three (3) outs are achieved by the defense or the run limit is achieved by the offense. Late arriving players will be immediately inserted into the game and placed in the bottom of the batting order. Coaches are allowed to place late arriving players into an open defensive position.
42. No out will be taken by the offensive team if a player must be removed from the game for any reason and is unable to take their turn at bat, UNLESS the offensive team has less than ten (10) players remaining in their batting order. Teams playing with less than ten (10) players shall incur an automatic out when the 9th and/or 10th batting position arises. In the event a player is injured or sick and cannot take their regular turn at bat, the injured/sick player is out of the game and MAY NOT return to the game for any reason.
43. GAME BALL: The game will be played with an eleven (11) inch yellow softball.

44. Pitching Rules: Coach and player pitchers will be utilized during the entire season in all games. Coach pitchers will be utilized for the entirety of the 5th inning. Coach pitchers will also be utilized following each walk issued by a player pitcher. During the first 4 innings of the game a player pitcher will be utilized until a walk is issued by that player pitcher. If a player pitcher issues a walk the coach pitcher will step in and pitch to the next batter. After the coach pitcher pitches to that batter the player pitcher that started that inning will take back over and continue to pitch until another walk is issued. This process will continue until either 3 outs have been made, the run limit for that inning has been reached, or the player pitcher issues 3 total walks. If the player pitcher issues 3 total walks in an inning the coach pitcher will pitch the rest of that inning. No pitcher that has started an inning may return to pitch until the 4th inning.

WALKS: FOR THE PURPOSES OF THE 8U DIVISION ONLY A WALK WILL CONSIST OF EITHER 4 PITCHED BALLS BEING CALLED A BALL BY THE HOMEPLATE UMPIRE OR A PITCHED BALL DIRECTLY HITTING THE BATTER ON THE FLY. A BALL THAT EITHER ROLLS INTO THE BATTER OR BOUNCES INTO THE BATTER WILL NOT COUNT AS A WALK. ANY HIT BY PITCH WALK WILL COUNT AGAINST THE 3 TOTAL WALK LIMIT FOR THE PLAYER PITCHER.

Coach Pitcher:

- Coaches will pitch from the same 30 foot pitching distance as the player pitcher and will follow a 5 hittable pitch rule.
- Coach pitcher will pitch the entire 5th inning. Coach pitcher will also step in to pitch following a walk being issued.
- The coach pitcher will also finish any inning after 3 walks are issued by a player pitcher.

Player Pitcher:

- Minimum of 3 player pitchers will be utilized during the first 4 innings of every game. If a walk is issued the coach pitcher will step in for the next batter and then turn the pitching back over to the player pitcher.
- During player pitch innings a different player must pitch during the first three innings. The fourth inning of the game any player may pitch, including players that have already pitched.
- During player pitch innings the coach pitcher should remain on the field and ready to pitch in the event a walk is issued (actively coaching the pitcher during gameplay should be kept to a minimum to ensure the pace of the game is maintained)
- More than one player may pitch during an inning. If a player is removed from the pitching position that player can be placed in any defensive position to finish the inning. If a player previously pitched for any number of pitches that player may only return to pitch during the fourth inning.

45. NO BUNTING OR FAKE BUNTING. Players should be aggressive and selective at the plate and swing at pitches in the strike zone. Players MUST make an attempt to put the ball in play by taking a full swing at the ball.

46. NO INFIELD FLY RULE. If the runner is off base and the ball is caught, the runner can be thrown out.

47. NO BASE STEALING. The runner may lead-off the base after the ball crosses the plate.

48. The only way a runner on 3rd base can score is on a batted ball, or by being forced home by a walk or a hit batter, or by being awarded by the umpire on an infraction such as an overthrow into dead ball territory.

49. Base runners may lead-off the base after the pitch crosses the plate. However, runners leaving early may be called out, the play will be ruled dead, and "no pitch" will be charged to the hitter. If the result of the pitch was put in play by a hit and the play ruled dead, the batter will continue their at bat and not be charged a pitch. A runner may be tagged out before returning to their base.

50. INTERFERENCE may be called by an umpire if the base runner interferes with the fielder, the base runner will be out, play will be dead, and the other base runners will return to their last occupied base. If the fielder intentionally interferes with the base runner or obstructs the runner, that runner may be safe and/or granted an additional base.

51. A runner who becomes injured while running the bases may be temporarily replaced by the offensive player who precedes her in the lineup. If that player is already on base, then the offensive player preceding her may run for the injured player. If that player is also already on base, then the offensive player preceding her may run for the injured runner.

52. Pop Fly Foul Ball if caught by the catcher must reach a height taller than the batter to constitute an out.
53. The ball is live after each play until the defensive team has stopped all runners from advancing and the pitcher has control of the ball with both feet on or in the pitching circle and before the ball becomes dead at the end of the play. The defense cannot stop runners from advancing by merely getting the ball to the pitcher in the circle. The intent is to play normal fast pitch softball rules. Here's an overview of these rules:
- Should the pitcher gain control of the ball with both feet on or in the circle while a runner is still moving towards a base, the runner may continue to run whether or not the pitcher makes a play on the runner.
 - Should the pitcher gain control of the ball with both feet on or in the circle while the runner is stopped on a base, that runner must remain on that base unless the pitcher makes a play on another runner. If a runner stopped on a base leaves that base after the pitcher has control of the ball in or on the circle (and who is not making a play on a runner), then a dead ball is called and the runner called out.
 - Should a pitcher gain control of the ball with both feet on or in the circle while a runner is stopped off of a base or if a runner who is off a base comes to a stop after the pitcher has control of the ball in the circle, and the pitcher does not make a play on a runner, then the look-back rule goes into effect and the runner must immediately proceed directly to the next base or return to the last base without stopping or reversing direction.
 - These rules do not preclude the umpire from calling or granting time in situations such as when a runner has slid into a base, requests time, no other runners are advancing, or there is an injured player.
 - The defensive players should attempt to make a play on any batted ball.
54. When a ball is hit to the outfield, the outfielders should attempt to make a play on the ball and throw the ball to any infielder, at any base, on any runner. If the ball gets past the infielder, the play is still live until the defensive team has stopped the runners from advancing or time as been called by the umpire.
55. Overthrows, whether into fair or foul territory will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case each runner will automatically receive two (2) bases from the time of the throw. Overthrows remaining in play will be considered live and runners may continue to advance one (1) base at their own risk of being put out. All runners cannot advance beyond one (1) base until the next batted ball.
56. If a player throws a bat, the Umpire will issue a warning to the Head Coach and Team. The second time any player throws a bat; the umpire will call the batter out.
57. If a Head Coach feels a player must be disciplined by not playing a game he/she must contact their Division Representative and/or a Board Member prior to the game.
58. Division Rules are subject to change by the BBYSL Board of Directors and/or by a majority of current coaches present at a scheduled Division Meeting. The Division Representative will present requested rule changes to the Board of Directors for approval before the rule(s) can be enforced. The Division Representative will notify all Head Coaches of the Board's decision.