

River Valley Boys' Baseball rules 2023

General Rules Summary

1. Official IESA Baseball rules will apply unless otherwise stated in these River Valley (RV) rules. RV general rules will apply to all age groups. RV rules for a particular age group will apply only in that age group.
2. Players must be officially registered with the RV to participate in any RV sanctioned game. A player may be registered on only one team in the RV.
 - a) A player may be a substitute on a team above their rostered age division if that team is not able to compete because they are short players.
 - b) A player that has substituted up on any team and has played a total of 5 regular season games becomes officially rostered on the most recent team for which they substituted. They cannot play with their original team for the remainder of the season.
 - c) Participation in a RV tournament will count as 1 game toward the substitution limit of 5 games.
 - d) If a team is in need of an additional player to fill out a roster, that player must be from the same community and that player must play on a team in a lower division.
 - e) Rosters must be provided to the league coordinator before the annual coaches meeting before games begin. Rosters must contain the player's name and birthdate.
3. A player may be rostered on a team below her age group under the following conditions:
 - a) The local organization determines that they should be at that age level because of her ability.
 - b) He is not more than 1 year past the limit for that age group. The RV board may grant exceptions to this under special circumstances. All players playing down must be declared on team rosters at the coaches meeting.
4. To pitch in a RV tournament, a player must be included in the pre-season roster, and he must have played in 5 regular season RV games. If requested, the coach must produce the team book as proof of games played.
5. Players should be taught how and encouraged to slide feet first any time there is going to be a close play on them; head first slides are not allowed. However, a runner is entitled to come into any base either standing or sliding and will not be called out for simply not sliding. If a runner is deemed to be maliciously running or sliding into a fielder at any time, they will be called out and ejected from the game. Umpires must use discretion when making this call but must keep the game safe.
6. A player must have possession of the ball to block any base on a tag out. The result of blocking a base without the ball is obstruction by the defensive player.
7. Unlimited substitution is allowed, including the pitcher. Innings do not have to be consecutive.
8. All players rostered for each game will be listed on the game roster and will bat in that order regardless of whether or not they are playing in the field.
9. No changes will be made in the starting batting order other than adding players to the bottom of the roster.
10. Any player batting out of order is automatically out. However, an injured player may be removed from the game, their turn at bat skipped without penalty, and then returned later to their original batting position.
11. There should be no heated, verbal arguments on the field under any circumstances.

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GAMES

12. With the exception of lighted fields, all games will start at 6:00 p.m. A team not present within 20 minutes of the scheduled game time will forfeit the game.
13. The game should end with a final, unlimited scoring inning. The inning that starts after an hour and forty-five minutes of play shall be the final, unlimited scoring inning unless:
 - a) The game has reached the max inning count for a complete game (varies by division).
 - b) The game has reached the RV or local time limit.
 - c) The local darkness limit has been reached.
14. No inning will start after 2 hours of play. In some cases, local rules may override the RV time limit, but only to shorten it. It is the home plate umpire's duty to note the starting time of the game.
15. In the case of a tie at the end of regulation play, play will continue with complete innings until the tie is broken or until the home plate umpire calls the game due to darkness or local time limits. Games in this case will result in a tie.
16. All schedule changes, except for weather, must be confirmed by both coaches 48 hours in advance.
17. A one-minute time limit will be allowed for a team to take the field and be prepared to play ball.
18. When a team plays a game shorthanded, or players are injured and cannot complete a game, no outs are charged.
19. Age description, division and game night table.

Age on August 31, 2023	Division	Typical game night
7-8	8U Rookies (coach pitch)	Tuesday / Thursday
9-10	10U Minors	Monday / Wednesday
11-12	12U Majors	Monday / Wednesday
13-15	15U Pony	Varies

FIELDS

20. Fields shall be set up to the following specifications:

Division	Pitching distance	Base distance
8U Rookie	30 feet	60 feet
10U Minor	44 feet	60 feet
12U Major	48 feet	70 feet
15U Pony	54 feet	80 feet

EQUIPMENT

21. Home team will be required to provide a one-piece, half orange/half white, safety bag at first base for RV games. Failure to have one will cause the home team to forfeit.
22. Catchers must wear a mask, chest protector, shin guards, and protective helmet.
23. Base runners and batters must wear full protective helmets.
24. No steel spikes are allowed.
25. The home team will furnish 2 balls for each game.
26. All equipment must be in compliance with the Official IESA Baseball rule. (Baseballs, bats, helmets, etc.)
***Bat restrictions will only apply at the Pony level**

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Bat rules will be IESA rules found at: <https://iesa.org/activities/bbb/bats.asp>

Legal and Illegal Non-Wood Bats Without a USA Baseball Logo			
Length	Weight	Barrel Diameter	Status
31	28	2-5/8"	Legal assuming BBCOR labeled
28	18	2-5/8"	Illegal--Maximum barrel diameter for a 30" (or less) non-wood bat that has a greater than minus 3 differential is 2 1/4"
30	20	2-1/4"	Legal—BBCOR label not required
29	18	2-1/4"	Legal—BBCOR label not required
29	22	2-3/4"	Illegal--Maximum barrel diameter for a 30" (or less) non-wood bat that has a greater than minus 3 differential is 2 1/4"
31	20	2-1/4"	Illegal--A 31" bat must weigh at least 28 oz. and meet all other NFHS standards including a BBCOR label
28	19	2-1/4"	Legal—BBCOR label not required

31	28	2-3/4"	Illegal--Maximum barrel diameter for a non-wood bat is 2 5/8"
31	28	2-5/8"	Legal assuming BBCOR labeled
30	27	2-5/8"	Legal assuming BBCOR labeled
32	22	2-1/4"	Illegal--A 32" bat must weigh at least 29 oz. and all other NFHS standards including a BBCOR label
31	25	2-1/4"	Illegal--All 31" and over bats must meet the NFHS standards and include a BBCOR label
30	27	2-1/2"	Legal assuming BBCOR labeled
30	18	2-1/4"	Legal—BBCOR label not required
30	20	2-5/8"	Illegal—Bats 30" and under with a greater than -3 drop have a maximum barrel diameter of 2-1/4"
28	18	2-1/2"	Illegal—Bats 30" and under with a greater than -3 drop have a maximum barrel diameter of 2-1/4"

Legal and Illegal Non-Wood Bats With a USA Baseball Logo			
Length	Weight	Barrel Diameter	Status
30	20	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
31	20	2-5/8"	Illegal--All bats 31 inches and over for use in IESA must meet NFHS guidelines including BBCOR label
28	18	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
26	16	2-1/4"	Legal assuming USA Baseball Logo is silk screened on bat
31	21	2-5/8"	Illegal--All bats 31 inches and over for use in IESA must meet NFHS guidelines including BBCOR label
32	22	2-5/8"	Illegal--All bats 31 inches and over for use in IESA must meet NFHS guidelines including BBCOR label
29	19	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
28	18	2-1/2"	Legal assuming USA Baseball Logo is silk screened on bat

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SEVERE WEATHER POLICY

27. At the first sound of thunder or sight of lightning, games will be suspended for 30 minutes.
28. The 30-minute suspension of play restarts every time lightning is seen or thunder is heard.

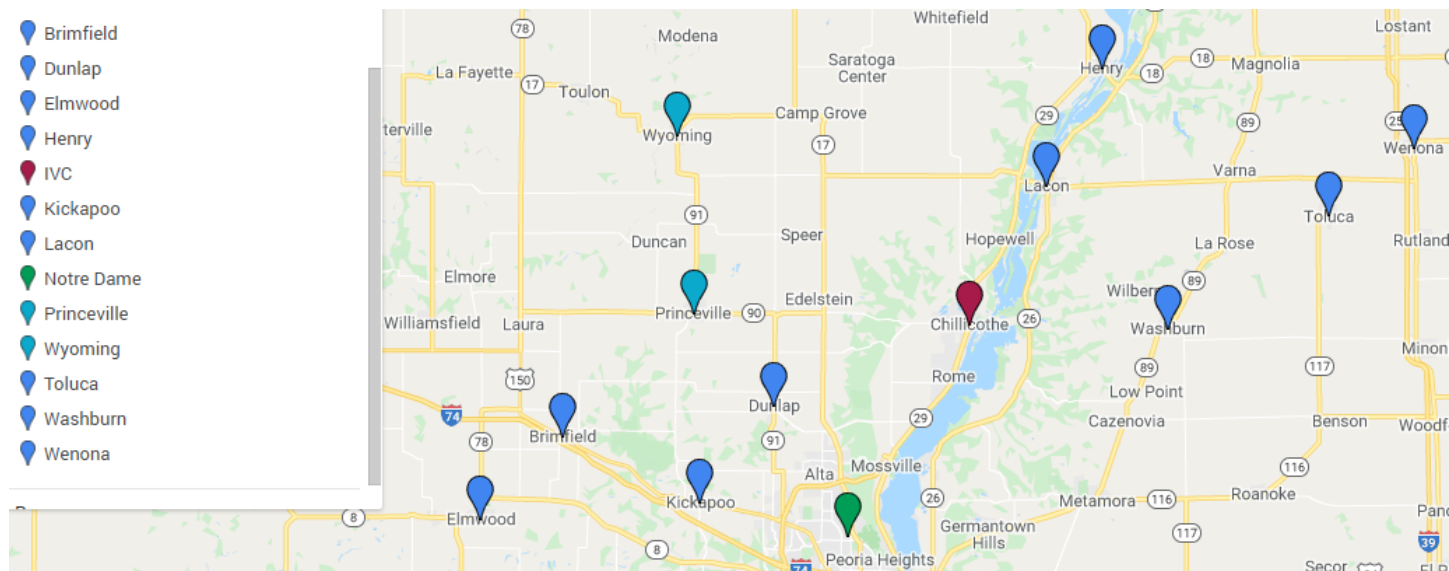
UMPIRES

29. The home team shall furnish umpire(s) for each game.
30. Home plate umpires must wear a protective face mask and chest protector.
31. It will be each community's responsibility to review the RV rules with their umpires.
32. The umpires shall meet with both coaches before the game to discuss any concerns and set clear guidelines on how they will be umpiring the game.
33. Home team maintains the official score book and they are charged with confirming the score and upcoming batting order with the visiting team each half inning.
34. Any concerns brought to the umpires attention should be discussed in the presence of both umpires and head coaches
35. Judgment decisions by the umpires are final and protests regarding rule interpretations must be brought to the attention of a Board Member. If none is present, play on and we will attempt to develop a better understanding by the next game.

Suggestions for a successful and enjoyable league:

- Communities should make an effort to make teams equal. No stacking the deck to make a strong team and weaker teams. No club teams, no "old team" and "young team", etc.

Teams in the Hi-Lo League



8U Rookies Division Rules

TEAMS

1. Any player who turned 9 years old on or before August 31st of the current year is not eligible to compete.
2. A team shall consist of 10 players, the tenth player being an outfielder who will play 15 feet behind the baselines. A team must field at least 7 players or forfeit the game.
3. The pitcher (who is an adult) must not interfere when the ball is hit.
4. Two coaches on the defensive team may be on the field but cannot interfere with the ball.
5. Only a pitcher, catcher, and four infielders will be allowed to play in the infield at any one time.

GAMES

6. A normal game will consist of 6 innings.
7. A maximum of 5 runs per team shall be allowed in one inning. The 6th inning and any inning after that shall be open innings with no limit on the number of runs scored.
8. The ten-run rule will apply after the 4th inning. Example: If the home team is at least 10 runs ahead after 3 1/2 innings, the game is over. If the visiting team is at least 10 runs ahead after the 4th inning, the game is over.
9. In case of rain, 3 complete innings constitute a game. Any incomplete games are completely replayed.
10. Only one umpire may be used. The umpire must be at least 12 years old. The umpire must stand behind the pitcher.

BATTING

11. The coach pitching to their team batting must pitch overhand at a minimum of 30 ft starting from the mound.
12. No player will be walked. The batter is out after 3 strikes whether the catcher catches the ball or not. No "called" strikes. Maximum pitch count to a batter is 10.
13. No intentional bunting is allowed. (Umpire's discretion.)
14. The infield fly rule will not be applied.

BASE RUNNING

15. When a ball that has been in play is returned from the outfield to the infield's diamond square, the umpire will call the play over when a player has control of the ball. All base runners may continue to the base they were headed for when play was called.
16. There will be no base stealing. Runners may not leave base until the ball is hit into play.
17. Batter cannot advance on an overthrow at first or any other base, even if played on.
18. Runner(s) can only advance as far as the batter advances as a result of their hit.

10U Minors Division Rules

TEAMS

1. Any player who turned 11 on or before August 31st of the current year is not eligible to compete.
2. A team shall consist of 9 players; a team must field at least 7 players or forfeit the game; no outs for players short of 9.
3. Only a pitcher, catcher, and four infielders will be allowed to play in the infield at any one time.
4. Free substitution shall apply with the exception that once a pitcher is replaced, he may not return to pitch in that game.

GAMES

5. A normal game will consist of 6 innings.
6. A maximum of 5 runs per team shall be allowed in one inning. The 6th inning and any after that shall be open innings with no limit on the number of runs scored.
7. The fifteen-run rule will apply after the 5th inning. Example: If the home team is at least 15 runs ahead after 4 1/2 innings, the game is over. If the visiting team is at least 10 runs ahead after the 4th inning, the game is over.
8. In case of rain, 4 complete innings constitute a game. Any incomplete games are completely replayed.
9. Plate umpires must be at least 15 years old. Base umpires must be at least 12 years old.

BATTING

10. Batter is out after 3 strikes. No advancement on a dropped 3rd strike.
11. Infield fly rule will not be applied.
12. Balk rule will not be applied.
13. No intentional walks.
14. No intentional bunting is allowed.

BASE RUNNING

15. Batter and runner(s) can only advance one base (at risk of being put out) as a result of an overthrow at first base, even if a play is attempted at second base.
16. Lead-offs and stealing are allowed. Runners may not leave the base until the ball reaches the plate (does not need to be a passed ball or wild pitch for a runner to steal a base). 1st violation-Runner goes back with team warning. 2nd violation, runner is out. Cannot steal home.
17. Batter may advance as far as 3rd base on a walk due to overthrows at any base.
18. In the case of an overthrow off of the playing field, the ball is dead, and all runners advance one base. The playing field is defined by the home team ground rules.
19. A base runner cannot score on a passed ball, a throw-back from the catcher to the pitcher, or an overthrow on an attempted steal at 2nd base.
20. Once the pitcher is in possession of the ball in the middle of the infield, a base runner may not advance beyond the base they were heading to unless a play is made on the runner at the base.
21. A base runner starting at 3rd base can score only if a ball is put in play or if the base runner is directly played on at 3rd base.

PITCHING

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22. No pitcher may pitch more than 6 innings per week total and 3 innings per game, (only league games count). Midnight Saturday starts week. One pitch constitutes one inning. Be aware that some pitchers are throwing on weekends, even though the innings do not count toward the week (Think of their health)
23. Nine and ten-year old travel pitchers are permitted to pitch under the following guidelines. They may not pitch more than a combined 3 innings during a game. Cannot start a new inning or sub into the inning if leading by 6 or more. Travel pitcher is defined as a player who has pitched in a non rec/school game 10+ innings since Jan 1 of that year. This would include one kid pitching three innings, three kids pitching one inning, or any other combination for a total of three innings. Eight-year old travel players are permitted to pitch with no restrictions other than those found in line 22 above. These same pitching guidelines apply to the house league tournament as well.
24. All other pitching regulations are covered by IESA Baseball rules.

12U Majors Division Rules

TEAMS

1. Any player who turned 13 on or before August 31st of the current year is not eligible to compete.
2. A team shall consist of 9 players; a team must field at least 7 players or forfeit the game; no outs for players short of 9. A team may pull laterally from another team, as long as the roster does not exceed 10 players. Any player pulled laterally may not pitch or catch and must bat at the end of the order. This does not apply to players pulled up. All late arrival additions must be announced and recognized by both teams.
3. Only a pitcher, catcher, and four infielders will be allowed to play in the infield at any one time.
4. Free substitution shall apply with the exception that once a pitcher is replaced, he may not return to pitch in that game.

GAMES

5. A normal game will consist of 7 innings.
6. A maximum of 5 runs per team shall be allowed in one inning. The 7th inning and any after that shall be open innings with no limit on the number of runs scored.
7. Games ending in a tie can go extra innings provided both coaches are in agreement, the field is available and proper lighting exists (we need to keep kids safe).
8. The fifteen-run rule will apply after the 5th inning. Example: If the home team is at least 15 runs ahead after 4 1/2 innings, the game is over. If the visiting team is at least 15 runs ahead after the 4th inning, the game is over.
9. In case of rain, 4 complete innings constitute a game. Any incomplete games are completely replayed.
10. Plate umpires must be at least 15 years old. Base umpires must be at least 14 years old.

BATTING

11. Batter can advance to first on a dropped 3rd strike when first base is unoccupied with less than 2 outs. The base is occupied if there is a runner on first base prior to the pitch. If there are 2 outs it does not matter if first base is occupied or not. A player must record the final out as the ball is live. The batter is not out until he enters the dugout.
12. Infield fly rule is in effect.
13. No intentional walks.
14. Bunting is allowed.

BASE RUNNING

15. Leading off is permitted.
16. Stealing is permitted; home plate is open.

PITCHING

17. 1 Balk warning per pitcher per game; after a warning all runners will advance one base on a called balk.
18. Pitchers are allowed 7 warm-up pitches at first and 5 pitches between innings.
19. Pitchers are limited to 4 innings per game and 8 innings per week. One pitch constitutes an inning. Midnight Saturday starts week. One pitch constitutes one inning (only league games count). Be aware that some pitchers are throwing on weekends, even though the innings do not count toward the week (Think of their health)
20. Ten- and Eleven-year-old travel pitchers are permitted to pitch under the following guidelines. They may not pitch more than a combined 3 innings during a game. Cannot start a new inning or sub into the inning if leading by 6 or more. Travel pitcher is defined as a player who has pitched in a non rec/school game 10+ innings since Jan 1 of that year. This would include one kid pitching three innings, three kids pitching one inning, or any other combination for a total of three innings. Nine-year old travel players are permitted to

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pitch with no restrictions other than those found in line 18 above. These same pitching guidelines apply to the house league tournament as well.

15U Pony Division Rules

TEAMS

1. Any player who turned 16 on or before August 31st of the current year is not eligible to compete.
2. A team shall consist of 9 players. A team must field at least 7 players or forfeit the game; 8th and 9th players will be counted as outs. Any late arrivals must be recognized by both teams.
3. Free substitution shall apply with the exception that once a pitcher is replaced, he may not return to pitch in that game.

GAMES

4. A normal game will consist of 7 innings.
5. A maximum of 5 runs per team shall be allowed in one inning. The 7th inning and any after that shall be open innings with no limit on the number of runs scored.
6. Games ending in a tie can go extra innings provided both coaches are in agreement, the field is available and proper lighting exists (we need to keep kids safe).
7. The fifteen-run rule will apply after the 5th inning. Example: If the home team is at least 15 runs ahead after 4 1/2 innings, the game is over. If the visiting team is at least 15 runs ahead after the 4th inning, the game is over.
8. In case of rain, 4 complete innings constitute a game. Any incomplete games are completely replayed.
9. Patched Umpires do not have to be used unless it Championship game of tournament.
10. Umpires must be at least 16 years old.

BATTING

21. Batter can advance to first on a dropped 3rd strike when first base is unoccupied with less than 2 outs. The base is occupied if there is a runner on first base prior to the pitch. If there are 2 outs it does not matter if first base is occupied or not. A player must record the final out as the ball is live. The batter is not out until he enters the dugout.
22. Infield fly rule is in effect.
23. No intentional walks.
24. Bunting is allowed.

BASE RUNNING

25. Leading off is permitted.
26. Stealing is permitted; home plate is open.

PITCHING

27. 1 Balk warning per pitcher per game; after a warning all runners will advance one base on a called balk.
28. Pitchers are allowed 7 warm-up pitches at first and 5 pitches between innings.
29. Pitchers are limited to the pitch count chart below.

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Regular Season Pitching Guildlines						
Age	Daily Max (Pitches)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
13-14	95	0-20	21-35	36-50	51-65	66+
Tournament Pitching Rules						
Age	Daily Max (Pitches)	Required Rest (Pitches)				
		0 Days	1 Day	2 Days		
13-14	95	0-35	35-65	66+		
Pitching Guildline Clarification: A pitchers rest day(s) start on the day following his pitch day. Ex.) If a pitcher throws 38 pitches on a Monday(any time of day), he is required 2 rest days before pitching again. Therefore, his first rest day would be on Tuesday and he would not be eligible to pitch until Thursday of that week.						

30. Twelve- and Thirteen-year-old travel pitchers are permitted to pitch under the following guidelines. They may not pitch more than a combined 3 innings during a game. Cannot start a new inning or sub into the inning if leading by 6 or more. Travel pitcher is defined as a player who has pitched in a non rec/school game 10+ innings since Jan 1 of that year. This would include one kid pitching three innings, three kids pitching one inning, or any other combination for a total of three innings. Eleven-year old travel players are permitted to pitch with no restrictions other than those found in line 28 above. These same pitching guidelines apply to the house league tournament as well.