

Fran & Nancy Pell Executive Directors

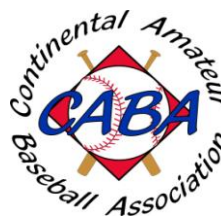
Website: GLYSE.com

Email: Glysellc@Glyse.com

10649 S. Trumbull Ave

Chicago, IL. 60655

Phone: 773-881-1588 Cell: 773-858-6668 Fax: 773-881-1521



Rosters: It is mandatory that all rosters must be entered on Glyse.com. Players name, uniform number, birthday and parent's email address must be entered. Once the roster is submitted, the manager will have the capability to send a mass email to all his team's parents. Schedules, standings & maps will also be available through Glyse.com. This is the only site we use to administer the NIML.

NIML 9-YEAR-OLD DIVISION RULES

Game Length: All games will be 6 innings unless shortened by inclement weather, darkness, or any other causes created by nature or mercy rule. In the case of inclement weather or mercy rule, a game is considered a complete game in 4 innings, 3 ½ if the home team is ahead. Mercy rule is 10 runs after 4 innings & 15 runs after 3 innings.

Field Layout: Pitching mound distance is 44 feet. Base distance is 65 feet. If your home field is set up for regulation Pony or Little League distances, this rule may be deviated from. No Balks, Lead – offs or dropped third strike. Stealing is allowed once the ball passes home plate.

Pitching Limits: A pitcher may pitch 6 innings in a day. Once a pitcher is removed from the mound, he may not pitch again in the same game. If a pitcher exceeds 3 innings in a game or day, he must rest 2 calendar days. One pitch constitutes an inning. If a player pitches in excess of 2 innings in the first game of a 2 game day, he may not pitch at all in the second game of that day. Violation of this rule results in a forfeit only if the violation is challenged at the time of the violation. The pitcher must have pitched to an official batter, a walk or hit batter included, to be in violation of this rule. Here is an example of 2-calendar day's rest: a pitcher exceeds his maximum innings allowed on Friday. He may not pitch again until Monday. His 2-calendar day's rest is Saturday, day # 1 and Sunday, day # 2.

Continuous Batting: Continuous batting order is mandatory up to 12 players. If a team has more than 12 players at a game, it is optional to bat more than 12. However, if a team starts a game batting more than 12 batters, that team must finish the game with the number of batters they started the game with unless there is an obvious injury. There is no penalty for having less than 12 hitters, as long as all the players present are in the batting order. The opposing team has the option of matching the same number of batters as the team with less than 12. If a team starts a game with less than 12 batters and a player arrives late, it is mandatory that that player be inserted into the last spot of the batting order. If a player starts a game and cannot finish the game for any other reason than an obvious injury, there will be an out recorded when that batters spot in the batting order comes up.

Bats, Spikes, Helmets: Bats must be 1.15 BPF. Metal spikes are not allowed. Players must wear helmets covering both ears while hitting and as a base runner. Hockey style helmet is recommended for catchers while catching. If the Hockey Style helmet is not being used the catcher must wear protective helmets covering the ears & a throat extension protecting the throat.

Slide Rule: There is a "no contact" rule in effect at all bases except first if a play is being made on a runner. If a play is being made on a runner and there is contact, it is the **umpire's judgment** if the contact is malicious or otherwise illegal.

Baseballs: The **VISITING TEAM** supplies 3 new quality baseballs per game. The home team is responsible for supplying 1 umpire per game. The home team has the **option** of having 2 umpires per game. The home team is responsible for scheduling and paying the umpires.

Developmental Rules:

- 1) Catchers throw to second base when a runner on first attempts to steal second base with runners on first and third. The runner on third must remain at third, even if the ball gets past the fielder. If there is a passed ball all runners may advance at their own risk.
- 2) No fake bunting then taking a full swing. If this occurs the batter will be out. Runners are not Allowed to advance.

Game Results: It is the responsibility of both teams to enter their game score within 24 hours after the game. If results are not entered, both teams will be contacted by automatic emails until a score has been entered unless rained out or rescheduled. If the game is played on a different date it is the responsibility of both teams to go back and enter the score.

Free Tournament / Playoffs: **All teams in all age brackets have the opportunity to play in a free NIML only tournament at the Ho Chunk Baseball Complex.** There will be one division. The event will be a 3 or 4 game guarantee depending on the number of teams in the respective divisions. The tournament will be held during the week (earliest game starting @ 2pm and latest starting between 8:30pm and 9pm. Pool play will start on Monday and ending on Wednesday or Thursday. The specific dates for each division and age brackets are listed on the NIML scheduling calendar. The Champion of each age bracket will be awarded a free entry into any of the World Series the NIML is sanctioned with, a free entry into a Ho Chunk tournament for 2010 or 2011 or a free entry into the NIML for 2011. The first and second place teams will receive individual awards. Teams have until 8 days prior to the first day of the tournament to declare intent to participate. Any team entering after the deadline date will not be guaranteed a spot in the event. The NIML schedules the games, schedules umpires, pays all umpire fees, field costs and supplies all baseballs. Schedules will be posted @ Glyse.com.

Roster Eligibility: **Only players listed on your official NIML roster that is posted on your team page** are eligible to participate on your team for this event. Any player who is not on your team's official NIML roster will be declared ineligible. If your team is caught playing an ineligible player in this event, your team will be eliminated from the tournament and all games you played in the event will be declared a forfeit.