

**West Suburban Baseball**  
**Mustang: 3<sup>rd</sup>-4<sup>th</sup> Grade**  
**Updated 2/4/2021**

**General Rules**

1. Diamond Dimensions: 60 feet
2. Pitchers Plate: 45 feet
3. Game Length: 6 innings
4. Line-ups should be exchanged 10 minutes prior to start time.
5. Home team to supply two game balls.
6. Forfeit time is 20 minutes after the scheduled start time
7. No full inning can begin 2-hours after the start of a game. All weekday games will be scheduled for a 5:45pm start time, unless there is a later start due to playing at a field with lights.
8. 4 innings is a complete game (3 ½ innings if the home team is winning). A game called after 4 complete innings (3 ½ innings if the home team is winning), will not be continued. Games stopped prior to 4 innings (3 ½ innings if the home team is winning) being completed will be replayed from the beginning. Umpires judgment shall be used to suspend the game. Games may end in a tie. Tied games may be resumed but should not take priority over complete games that need to be made up.

**The National Federation of State High School Association's Rule Book  
will be the source of regulations governing play.**

**Supplemented by the following rules:**

9. Metal spikes are not allowed. Rubber spikes or gym shoes only.
10. Managers/Coaches will examine the field after rain to determine whether the game will be played or not. It is the managers/coaches responsibility to make their players aware of any schedule changes or cancellation dates. The Manager must schedule all make-up games through their league coordinator.
11. Each team must field nine players. However, a game may start with 8 players but at anytime during the game a team has less than 8 eligible players, that team must "forfeit" the game. Defensive players must be stationed anywhere in fair territory with the exception of the pitcher and the catcher, who must be in their respective positions.
12. The home team will occupy the third base line dugout. The home team will be responsible for preparing the field prior to game time. They will also have responsibility for cleaning up the field, putting all equipment into the proper storage containers and making sure the container is properly locked up. **Each team will be responsible for cleaning their dugout.**
13. If there is any conduct detrimental to the welfare of the league or the children, the umpire shall issue one warning to the person or persons whose conduct is in question. If the first warning does not resolve the problem, the umpire shall stop the game and have the person or persons ejected from the park. Any person ejected from the park for this reason will not be allowed back on the fields for the remainder of the season.
14. Any player or coach ejected from a game for unsportsmanlike conduct or language must leave the park. For any player ejected, the player's position in the batting order will be an "out". Coaches must leave the field immediately; players with their parents – if a child's parents are not at the game, the player may sit on the bench, but will not be permitted to play. **(No child shall leave the park unless accompanied by a parent, guardian, or coach)**. The player and/or coach will not be eligible to play or coach the next game.
15. **The slaughter rule will be in effect.** If a team is winning by 10 runs after 5 innings (4 ½ if the home team is ahead), the game will be considered complete and called by the umpire.
16. **Infield-fly rule will not be in effect.**
17. A runner is out if the runner does not attempt to get around the fielder, or otherwise attempt to avoid a collision with the fielder who has the ball, or who is about to have the ball, and is waiting to make a tag at a base. There no slide requirement, just a requirement to avoid contact.

18. A half inning is three outs or 6 runs. The last inning must be 3 outs. In the event the final inning is to be prior to the 6<sup>th</sup> inning, the umpire must declare "final inning" before the start of the next full inning. Both teams will then be required to make three outs. *The maximum run rule (6 runs per inning) will not apply to any extra innings. The team in the field must get three outs in each extra inning.*
19. Every player will play in the field for a minimum of 3 innings, within the first 5-innings of a game – unless there is an injury or other issues. **A player cannot sit out for 2 consecutive innings.** While there is free substitution, a fielder must play 3-outs in the field for each of 3-innings to satisfy this requirement.
20. If a player must leave prior to the end of the game, due to injury, illness or other commitment, there will be no penalty to his team. The player's spot in the batting order is skipped. Exceptions: a player is ejected from the game or if the team has less than 9 batters – in which case the team will be forced to take an out. Players who arrive late, and miss their spot in the order, will be placed at the bottom of the order. This will also alleviate the minimum field play requirement. A late arriving player must arrive prior to the start of the 3<sup>rd</sup> inning in order to participate.
21. If a game is canceled or suspended due to poor weather or field conditions, team managers should communicate to reschedule the game. If after 7-days have passed and the game has not been rescheduled, it will automatically be scheduled for the next available date in the last week of the regular season.
22. Both the winning team and losing team must report the score of the game within 72 hours of completion using the online form on the CSYBA website. <https://www.csyba.com/> - If after 72-hours, no game report has been filed, the game will be recorded as a forfeiture for both teams.

### **Bats**

23. All bats must have a USA Baseball Stamp on them. The barrel size or 'drop' is not important as long as it has a USA Baseball Stamp. All wood bats are also acceptable. Bats with USSSA Baseball 1.15 BPF are illegal.
24. Use of an illegal bat will result in the batter being called out with no warning if a pitch has been thrown. Runners may not advance. A second offense will result in a forfeiture of the game. It is the responsibility of the manager to check all bats before the start of the game and remove any illegal bats. At the beginning of the game, the umpire may check the bats for illegal bats and remove them from the game.

### **Protests**

25. It is the responsibility of the managers to assist our umpires. Managers must work out those decisions that are grossly mistaken in a respectable manner. **Only Head Coaches (Managers) are allowed to discuss rule disputes with the umpires. Coaches shall be obligated to inform the umpire of the correct rule.**
26. In the event a manager wishes to protest a ruling (judgment calls may not be protested), the manager must inform the opposing manager and the umpire of his intention to appeal prior to the end of the game. The appeal, in writing, along with an appeal fee of \$25.00, must be submitted to the league coordinator within 48 hours of the completion of the game. The appeal fee will only be refunded if the protest is upheld. Protest rulings will be decided by all commissioners at that level where the incident occurred. The commissioners of the teams involved in the protest will be excluded from the ruling. A report from the umpire will be required.

### **Batting**

27. All players will bat in a continuous batting order. Batters batting out of turn can be called out. Only nine players play the field, but all players will bat in continuous order.
28. All batters and base runners must wear their batting helmet, from the time they leave the dugout to the point they re-enter it. There will be one team warning for a batter or base runner that deliberately removes a helmet while the ball is in play. Upon second offense, the batter/base runner will be called out.
29. Bunting is allowed.
30. No fake bunt and swing away. Batter will be called out, runners may not advance.
31. Each team will receive one (1) warning for players throwing the bat. After one warning, any batter throwing the bat will be called out.
32. **No Drop 3<sup>rd</sup> Strike.** If the catcher drops the 3<sup>rd</sup> strike, the batter will be called out.

### **Call-ups**

33. In the event a team has less than ten players available for a game, that team may call up younger players from their towns "Pinto (7-8)" division. Restrictions as follows:
- Call-ups must be registered, in-house players in that town and wear their own team's uniform.
  - Managers may only bring enough call-up players to fill a roster to 10 players (3 max call-up players per team).
  - Call-up players must bat at the end of the line-up (regular rostered players must bat prior to the call-up players--exceptions: late arrivals)
  - The Call-up players may not pitch.
  - A call-up player may not play more innings defensively than any rostered player.
  - Call-up players must be announced to the opposing team prior to the start of the game.

### **Base Running**

34. **No lead offs allowed.** A runner must not leave the base until the pitched ball has crossed home plate. If noticed by the umpire, after one team warning, the runner is out.
35. **Courtesy Runner:** An injured base runner may be replaced with the last player to make an out. There is no courtesy runner for the pitcher or catcher of the following inning.
36. Stealing is allowed of 2<sup>nd</sup> and 3<sup>rd</sup> base. Stealing of home is not allowed under any circumstance. All runs must be batted or walked in.
37. Runners must return to the last base, if the ball is in the defensive player's possession in the mound area, and the runner is less than 2/3<sup>rd</sup> of the way to the next base. (Umpire's decision)
38. A runner is awarded two bases if a ball is overthrown into unplayable territory. If it is the first throw, two bases is calculated based on where runners were at the start of the pitch. If it is a subsequent throw, it is calculated from where the runners are at the time of the throw.
39. Players may not take an extra base after a walk.

### **Pitching**

40. A pitcher cannot pitch more than 2 innings in any game.
41. Each team must pitch a 3<sup>rd</sup> grader player (first year Mustang player) a minimum of 5 consecutive batters or one full inning each game prior to the 5<sup>th</sup> inning. Managers must announce their nine year old pitcher.
42. Any pitcher hitting 3 batters per game must be removed from the mound.
43. Once a pitcher is removed from the mound, he may return at any other position, but cannot return to the mound in that game.
44. If a manager goes to the mound twice in one inning, the pitcher must be removed.
45. One (1) pitch thrown constitutes an inning pitched. (Does not apply to 3<sup>rd</sup> grader pitching rule)
46. **Intentional walks are not automatically rewarded.** If a team wants to avoid pitching to a batter, they must throw four bad pitches in a row.
47. A pitcher shall have 5 pitches between innings. A new or relief pitcher will receive 8 pitches.
48. A pitcher cannot wear anything white or light gray, such as a sweatshirt, jacket, etc., while on the mound.
49. **No balk rule** - pitcher must pitch off rubber

### **Umpire**

The home team shall provide a minimum of 1 umpire per game. Umpires must be at least 16 years old.

In the event that an Umpire does not arrive within 15 minutes of the scheduled start time, the visiting manager may designate an umpire of their choosing, and not be subject to challenge by the home team. The designated umpire must be at least 18 years old and may officiate from behind the plate only with proper equipment; otherwise, they must officiate from behind the pitcher's mound. If the regular umpire shows up with proper equipment then they will

assume the duty for the remainder of the game. No manager or coach from either opposing team shall serve as an umpire.

### **Conduct**

The Managers, Coaches and Spectators should try to remain cordial to each other and set an example for the children. None of us are perfect and we can expect a number of mistakes resulting in bad calls. This is not just about baseball. It is about respect for one another, setting a good example for the children and teamwork. Let's all do our best to get along with one another and teach these children, not only the fundamentals of baseball, but the more important qualities required in life, and most importantly, **LET THEM HAVE FUN!**