

West Suburban Baseball

Ages: 9-10

Updated 3/14/2019

Addison
Mustang

Bensenville
Mustang

Franklin
Park
10U

Glendale
Hts.
Minors

Itasca
Mustang

Northlake
Mustang

Westdale
Mustang

Wood Dale
Minors

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 be started later than 7:45 P.M. (8:05 P.M. after Memorial Day) when playing on a field without lights. You can finish an inning, but you cannot start a new inning.
8. Two-hour time limit when later game to be played on that field. No full inning may begin after the two-hour time limit (Umpire must call "Start Time" at the beginning of the game).
9. Games may exceed the time limit or the 7:45 P.M. / 8:05 P.M. deadline provided there is no subsequent game to be played on that field and the field has lights or is a day game.
10. Drop Dead Rule: All games have a maximum time of 3 hours without exception.
11. 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:

12. Metal spikes are not allowed. Rubber spikes or gym shoes only.
13. 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.
14. 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.
15. 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.**
16. 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.
17. 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.

18. **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), or a team is winning by 12 runs after 4 innings (3 ½ if the home team is ahead), or a team is winning by 18 runs after 3 innings (2 ½ if the home team is ahead), the game will be considered complete and called by the umpire.
19. **Infield-fly rule will not be in effect.**
20. **The “must slide” rule will be enforced!** If the defensive player has control of the ball, the runner must slide. If the runner does not slide, the umpire may call the runner out. Keeping in mind, the **NO CONTACT** rule will also apply. The runner should avoid contact with any defensive player. If a defensive player intentionally blocks the base line, and the umpire may reward the runner the base.
21. 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 6th 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.*
22. **A nine-year-old (first year Mustang / Minors players only) must pitch in every game within the first 4 innings** to a minimum of five batters or three outs. **No exceptions!** Managers must announce their nine year old pitcher.
23. Every player will play in the field (continuous batting order) for a minimum of 3 innings in a 6-inning game – unless there is an injury or other issues. **A player cannot sit out for 2 consecutive innings.**
24. 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.
25. If a team refuses to re-schedule a game more than two times in a season, the game may be forfeited.
26. The winning team must report the score of the game within 48 hours of completion. The home team must report any games that were postponed due to weather or other circumstance. Scores must be reported using the website at <http://www.westsuburbanbaseball.com/>
27. Games not played may be recorded as a loss for both teams. Coaches must work with their league coordinator if having trouble scheduling makeup games.
28. The California Rule is in effect with a tie game after 6 innings. When the game enters extra innings, the last batter from the previous inning starts on 2nd base with 1 out. When the California rule is in effect, the catcher may not be pulled from base to prepare for the next inning. The California Rule will not be used during the championship series.

Bats

29. Maximum barrel size: **2 5/8 Inches**
30. Use of an illegal bat will result in the batter being called out with no warning. 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 game and remove any illegal bats. At the beginning of the game, the umpire may check the bats for damaged or illegal bats and any so found will have to be removed from the game.

Protests

31. 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.**
32. 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

33. 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.

34. 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.
35. Bunting is allowed.
36. No fake bunt and swing away. Batter will be called out, runners may not advance.
37. Each team will receive one (1) warning for players throwing the bat. After one warning, any batter throwing the bat will be called out.
38. **No Drop 3rd Strike.** If the catcher drops the 3rd strike, the batter will be called out.

Substitutions

39. A player who arrives late may enter the game in the middle of an inning. Player must be placed at the end of the batting lineup. **A player who arrives after the 3rd inning will not be allowed to play.**
40. Free substitution is allowed (except otherwise noted). To count as an inning in the field, the team at bat must complete their full batting cycle for that half inning. (Exception: Pitchers)

Call-ups

41. 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

42. **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.
43. **Courtesy Runner:** An injured base runner may be replaced with the last player to make an out. Also, after two (2) outs in the inning, a catcher may have a courtesy runner.
44. Stealing is allowed of 2nd and 3rd base. Stealing of home is not allowed under any circumstance. All runs must be batted or walked in.
45. 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 2/3rd of the way to the next base. (Umpire's decision)
46. A runner is awarded 1 base (not 1 plus 1) if a ball is over thrown into unplayable territory.
47. An overthrown ball is in play unless the ball hits the bench area or goes beyond the fenced area.
48. Players may not take an extra base after a walk.

Pitching

49. A pitcher cannot pitch more than 3 innings in any game.
50. A pitcher may not pitch more than 9 innings per week (Sunday through Saturday).
51. The weekly limit rule will be waived during the playoffs.
52. All teams are required to track their pitchers in their scorebook.
53. Each team must pitch a nine year old (first year player) a minimum of 5 consecutive batters or one full inning each game prior to the 5th inning. Managers must announce their nine year old pitcher.
54. Managers caught disobeying the pitching rules will forfeit the game where the infraction occurred and face possible suspension from the league.

55. Any pitcher hitting 2 batters during one inning or 3 per game must be removed from the mound.
56. Once a pitcher is removed from the mound, he may return at any other position, but cannot return to the mound in that game.
57. If a manager goes to the mound twice in one inning or a third time during the pitcher's stay on the mound, the pitcher must be removed.
58. One (1) pitch thrown constitutes an inning pitched. (Does not apply to 9 year old pitching rule)
59. **No intentional walks allowed.**
60. A pitcher shall have 5 pitches between innings. A new or relief pitcher will receive 8 pitches.
61. A pitcher cannot wear anything white or light gray, such as a sweatshirt, jacket, etc., while on the mound.
62. **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!**