

CARY GROVE YOUTH BASEBALL MUSTANG DIVISION RULES

The official playing rules for Cary Grove Youth Baseball shall be the Official IHSA/NFHS High School Baseball Rules, with the following exceptions:

FIELD SIZES: Base Lines 60', Pitching Mound 46'

A. GAMES:

- 10 Minutes prior to a scheduled game time, the head coaches must meet with the umpires to discuss the game rules and exchange line-up cards inclusive of the players names and jersey numbers.
- Mustang League games are 6 innings. However, if a game is stopped due to darkness or bad weather, the game will be considered complete if 4 innings have been played. (Or 3 1/2 innings if the home team is at bat and winning when the game is called.) Any games that have not completed the necessary number of innings will continue at a later date from the exact point where it was called. (Runners on base and outs will remain. The batting order and pitchers used/available will stay the same as well. Players who are not at the game's continuation will be removed from the lineup, and any players at the continuation who were not at the first game date will be added to the bottom of the batting order.)
- If the home team leads by at least 10 runs after 4-1/2 innings have been completed, or if the visiting team leads by that margin after 5 complete innings, the game will officially end, and the leading team declared the winner. Should the score of a game become one-sided, managers are encouraged to alter their defensive alignments and pitching rotations accordingly.
- Throwing the ball around after putouts is not permitted. CGYBS has chosen to follow the option Fed. Speed-up Rule entitled "After Putouts" on page 58 of the Fed. Rule Book.
- Pitchers warm-up throws are limited to 8 in their first inning and 5 in each inning thereafter, in both cases within 1 minute. (See Fed. Rule 6-2-2-c)
- Infield and outfield warm-ups are allowed provided they are taken only during the time the pitcher is warming up. If a team delays in returning the warm-up balls to their dugout, the umpire is authorized to prohibit warm-ups in the remaining innings of the game.
- If the **catcher (mandatory) or pitcher (optional)** is on base with 2 outs, he shall be replaced as a base runner by the player who committed the last out.
- Have the bench coach prepare the batter rather than discussions with the 1st or 3rd base coach. The Offensive team is limited to 1 Charged Conference per inning. See Fed. Rules 3-4-1 & 2-10-1.
- Conferences-by the Defensive Team are limited by Fed. Rules 3-4-1 & 2-10-1.
- A game is 2 hours. No new inning will be started after an hour and forty-five minutes. **At the Hour and a half mark if you will be unable to get to the Sixth Inning, the next FULL inning will become unlimited runs as well as the final inning of the game to be agreed upon by the two head coaches and the umpire.** If a new inning starts it must be completed and is the final inning of the game. No extra innings will be played to break a tie (in house).

B. UNIFORMS:

- Metal spikes are prohibited.
- All players must be in full uniform. This includes hat, shirt, pants, and socks. Shirts must be tucked in at all times.
- **No jewelry (necklaces, watches, rings, bracelets, etc.) is allowed unless medically necessary.**
- All players are required to wear a protective cup.

All bats must conform to the following rules:

USSSA (1.15 bpf):

- **Barrel: 2 ¾ inch diameter or less**
- **Weight: No greater than a drop 10 (for example 28 inches in length and 18 ounces in weight) • Length: No restriction**

USA:

- **Barrel: No restriction**
 - **Weight: No restriction**
 - **Length: No restriction**
- ### **BBCOR:**
- **Barrel: No restriction**
 - **Weight: No restriction**
 - **Length: No restriction**

Wood:

- **Barrel: No restriction**
- **Weight: No restriction**
- **Length: No restriction**

C. GAME RULES:

- Each umpire is a representative of the CGYBS Board of Directors. They shall have the authority to require the complete cooperation of all people directly or indirectly involved with the preparation and playing of the games.
- Discipline will be maintained on the field, the bench areas, and the stands. Actions such as throwing equipment (bats, helmets, gloves, etc.), temper tantrums, or verbal abuse will not be tolerated. Players will be ejected from the game, managers and coaches from the field, and parents or fans from the park. Failure of a manager, coach, parent, or fan to leave when directed to do so will result in forfeiture of the ball game.
- It is understood that lively, sportsmanlike talk by players on the field and bench is permissible. Harassment or unsportsman like conduct is forbidden. The enforcement of this rule is the responsibility of both the umpire and the manager.
- A team must have a minimum of 8 players to start a game. **Exception:** If necessary because a player becomes ill, injured or ejected, a team shall be allowed

to complete a game with 7 players. Teams may not borrow players once the game has started, even if a player leaves like stated above.

During regular season games only, a team may borrow only enough players to make 9 players for that game with a maximum of 3 borrowed players. Borrowed players must bat at the end of the lineup and must always play outfield. A borrowed player must be a first year CGYBS Mustang player or a second-year Pinto player. During playoffs, the team may only borrow enough players to field 8 players, with a maximum of 3 borrowed players. Borrowed players must bat at the end of the lineup and must always play outfield. A borrowed player must be a first year CGYBS Mustang player or a second-year Pinto player. The lineup then resumes from the top of the order. Failure to field the required 8 players within 5 minutes of the scheduled start time of the game, results in a forfeit by that team. If an official game has begun with 8 players and 1 or more team members arrive late, such player(s) shall be placed last in the batting order and a non-team member shall be removed from the game for each team member that shows up late. In the event neither team can field 8 players, the game shall be declared "No Contest," treated as a rain out, and rescheduled for a later date. Changing of these rules by the coaches is not permitted. Once a game has started, a team must have a minimum of 8 players to finish a game.

Exception: If necessary because a player becomes ill, injured, or ejected, a team shall be allowed to complete the game with 7 players.

D. PITCHING:

Pitch Count and Required Rest Limitations						
Age	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50*	1-20	21-35	36-50	N/A	N/A
9-10	75*	1-20	21-35	36-50	51-65	66+
11-12	85*	1-20	21-35	36-50	51-65	66+
13-14	95*	1-20	21-35	36-50	51-65	66+
15-16	95*	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

- **The "Pitch Count and Required Rest Limitations" shall be followed during the regular season and during the playoffs without exception.**
- **Cary Grove Youth Baseball and Softball suggests coaches use GameChanger to track pitch counts; however, a manual handheld counter is acceptable.**
- **As an example, from the "Pitch Count and Required Rest Limitations," if a 10-year-old pitcher throws 36 pitches in a game, he requires two days of rest. This means, if he threw 36 pitches in a game on Tuesday, he may not pitch again until Friday.**
- **If a pitcher reaches the maximum pitch-count limit for his age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half inning.**
- **Coaches should be mindful of pitcher fatigue regardless of pitch count. Signs of pitcher fatigue include decreased ball velocity, decreased accuracy, upright trunk during pitching, dropped elbow during pitching, and/or increased time between pitches.**
- **A pitcher (starter or reliever) may not return to pitch in the same game once removed.**
- **There are no balks and the Fed. Balk Rule 6-2-4 does not apply.**
- **If a pitcher hits 2 batters in 1 inning OR 3 batters in a game, he must be removed from pitching.**
- **Intentional walks are not permitted. If, in the opinion of the umpire a pitcher is intentionally not throwing the ball in or near the strike zone, the umpire may, after warning the pitcher and the manager, advance each runner 1 base for each subsequent pitch that is not near the strike zone.**

E. BATTING:

- Every player shall bat. Each team will use a complete batting order. Any player arriving late shall be placed at the end of the order.
- **In the Mustang League, each team is allowed only four (4) runs in each inning. After the fourth run crosses the plate and play has stopped, the team batting shall immediately take the field. If more than four (4) runs crossed the plate during the continuation of the play, only four (4) runs will be counted. This rule is in effect regardless of how many outs (less than 3) are actually made in the inning. Exception: This rule will not apply in the sixth (6th) as well as any subsequent innings.**
- Bunting is permissible.
- A player cannot show bunt, then pull back and swing at the pitch. If any attempt to swing is made, regardless if contact is made, the player is automatically out. Second offenses by the same team can result in the ejection of the player and Head Coach.
- A strike out is an out. The dropped third strike rule does not apply in Mustang, and the batter cannot try to reach first base.

F. BASE RUNNING:

- Collision Rule: A runner is out when he does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag, or if he maliciously runs into a fielder (malicious contact supersedes obstruction). (Hurdling is prohibited). The penalty for malicious contact is ejection. The ejected player is also called out unless he has already scored. See Fed. Rule 8-4-2-k and 8-4-2-1. For the definition of legal and illegal slides, see Fed. Rules 2-32-1 & 2
- **There are no lead-offs. Base runners cannot leave their base until the ball crosses the plate. Any runner leaving early shall be declared out.**
- **There is an unlimited number of steals of second or third in any inning.**
- **There are no more than two (2) successful steals of home per team in any inning.**
- A runner may not advance beyond 3rd base on an overthrow while attempting to steal a base.
- A runner may not advance on an overthrow from the catcher to the pitcher.
- A batter or base runner may score only by action from a batted ball or a walk/hit batter with the bases loaded.
- If a defensive player is injured while attempting to field a ball, the base runner(s) will be allowed to advance only to the base(s) toward which he was headed at the time of the injury.
- All overthrows occurring by action from a batted ball that are within the fence are in play and runners may advance.
- The infield fly rule does not apply.

G. DEFENSE:

- Free substitutions will be allowed throughout the game; however, each player must play defense a minimum of 3 innings. No player may sit out consecutive innings.
- There are no dropped third strikes.
- All overthrows occurring by action from a batted ball that are within the fence are in play and runners may advance.
- Fielders must be away from the bases and base paths while the ball is in play, unless a play is being made at the base. This means the ball is on the way to them. This does not mean that eventually the ball will be thrown to them after it is chased down or thrown. Obstruction will be called, and bases awarded as per Fed. Rule 8-3-2. Except for malicious contact, the collision rule is not in effect in an obstruction play.

H. N60/TRAVEL BASEBALL:

- Players participating in a Full-Time Travel Baseball program, CGYBS or otherwise, are prohibited from participating on a CGYBS in-house team. Participation will cause game forfeit for each game participation.
- **Coaches are asked to coordinate pitch counts and number of rest days for all N60 participants with the 9U/10U N60 head coaches. Pitch counts and rest days must be accounted for across both teams.**

FINAL NOTE:

We are here for the kid's benefit, to teach them baseball and for those that want to go on to the next level, help them mature. We want to be competitive, but not by looking foolish in front of others. We should have enough patience to set a good example in front of them, their parents, other officials, umpires, etc. We will not tolerate any outrage against umpires by parents, coaches, or players and it will be dealt with immediately.