



**YOUTH BASEBALL & SOFTBALL PROGRAM  
RULES AND REGULATIONS  
2023**



**BASEBALL MUSTANG LEAGUE (10U)**

**FINAL**

**CAROL STREAM PARK DISTRICT**  
**YOUTH BASEBALL AND SOFTBALL PROGRAM**  
**RULES AND REGULATIONS**  
**2023**

**SECTION TEN: SPECIFIC LEAGUE RULES – BASEBALL**

**1. RULES: BASEBALL 10U**

**1.1. GENERAL**

- 1.1.1. Scores and standings will be kept.
  - 1.1.1.1. Standings will be based on win/loss percentage.
- 1.1.2. A single game elimination playoff will follow the regular season.
- 1.1.3. There are no participation awards.
- 1.1.4. The teams that meet in the playoff championship game will receive trophies.

**1.2. FIELD SET UP**

- 1.2.1. Base Paths
  - 1.2.1.1. Sixty (60) feet with chalked foul lines.
- 1.2.2. Pitching Mound
  - 1.2.2.1. The pitching rubber is forty-three (43) feet from home plate.**
- 1.2.3. Batter's Box
  - 1.2.3.1. A batter's box is optional. If used it will conform to the standards in the NFHS rulebook.

**1.3. BAT RESTRICTIONS**

- 1.3.1. Weight Restriction
  - 1.3.1.1. There will is no bat weight restriction.
- 1.3.2. Diameter Restriction
  - 1.3.2.1. Bat diameter shall be limited to 2 and 3/4 inches.**

**1.4. GAMES**

- 1.4.1. Eight (8) regular season game schedule. Six (6) minimum, weather permitting.**
  - 1.4.1.1. Rainouts will not be rescheduled beyond the date of the scheduled start of the post season.**
- 1.4.2. Games will be six (6) innings long.
  - 1.4.2.1. No inning will start after 1 hour and 45 minutes, and will be drop dead at 2 hours. Or called because of darkness.**
- 1.4.3. There are no extra innings. Games can end in a tie.
- 1.4.4. An official game will be four (4) or more complete innings, or if the home team is ahead in the score at the end of three (3) and one half (1/2) innings.

1.4.5. The game is over if the home team is ahead after five and one half (5 1/2) innings.

**1.4.6. Courtesy Rule**

**1.4.6.1. If a team is trailing by 12 or more runs after four innings, or three and a half innings the game is over.**

1.4.7. There will be no balks, infield fly, or dropped third (3rd) strikes.

1.4.8. The minimum number to start the game is eight (8).

1.4.8.1. A catcher must be fielded.

1.4.8.2. An automatic out will not be called in the batting order due to a missing or ejected player.

1.4.8.3. In the event a team cannot field 8 players, the game can be played for fun but will be logged as a forfeit for the team not able to field 8 players.

1.4.9. Pre-Game Conference

1.4.9.1. A line-up card must be exchanged.

1.4.9.1.1. The line-up card must include the batting order with the player's number and full name.

1.4.9.1.2. Substitute players must be disclosed to the umpire and opposing manager.

1.4.10. Players who arrive after the start of the game must be immediately added to the line-up and placed at the bottom of the batting order.

**1.5. SUBSTITUTING**

1.5.1. Inning Requirements

1.5.1.1. Managers may elect to rotate players in and out on a free substitution basis.

1.5.1.2. Minimum player playing time must be completed before what would be the normal last inning for the specific league.

1.5.2. Player Rotation:

1.5.2.1. 9 PLAYERS: 9 play 6 innings

1.5.2.2. 10 PLAYERS: 4 play 6 innings 6 play 5 innings

1.5.2.3. 11 PLAYERS: 10 play 5 innings 1 plays 4 innings

1.5.2.4. 12 PLAYERS: 6 play 5 innings 6 play 4 innings

1.5.2.5. 13 PLAYERS: 6 play 4 innings 7 play 4 innings

1.5.3. A player may not sit out 2 consecutive innings, and every player must sit once before a player sits two innings.

1.5.4. The courtesy rule or injury could affect playing time.

1.5.5. Any player not meeting the playing requirements as outlined above due to an incomplete or shortened game must start in the next scheduled game.

**1.6. SCORING**

1.6.1. There will be a maximum of five (5) runs allowed per team per inning for the entire game.

**1.6.1.1. Exception in the playoffs the last inning will be unlimited runs.**

- 1.7. UMPIRES
  - 1.7.1. The league will provide at least one per game during the regular season and post season.
- 1.8. BATTING
  - 1.8.1. Bunting is permitted,
    - 1.8.1.1. Fake bunting is permitted.**
    - 1.8.1.2. Fake bunting then swinging (slashing) is not allowed. The batter will be called out.**
  - 1.8.2. Throwing bats will not be tolerated.
    - 1.8.2.1. First offense: Player will be given a warning
    - 1.8.2.2. Any subsequent offenses: Player will be called out.
  - 1.8.3. No other exceptions to NFHS rules.
- 1.9. BASE RUNNING
  - 1.9.1. The base runner cannot leave the base until the ball crosses home plate.
  - 1.9.2. Once a runner turns back towards a base, he may not advance to the next base unless the defensive team makes a play on him/her.
  - 1.9.3. Runners cannot advance on overthrows to the pitcher from the catcher.
  - 1.9.4. Play will end when the defensive team has control of the ball in the infield, inside the baseline and is making no attempt at a putout.**
  - 1.9.5. When an out is not made on any ball hit or fielded in the infield, the batter will be limited to a single. Base runners may not advance more than one base.
  - 1.9.6. On overthrows in the field of play, runners may attempt, at their risk, to advance only one base.
  - 1.9.7. On ground balls hit in the infield, runners may attempt, at their risk, to advance only one base.
  - 1.9.8. On overthrows out of the field of play, runners will be awarded two bases from the last base safely touched prior to the ball exiting the field of play; the batter/ runner gets second base.
- 1.10. SUBSTITUTE BASE RUNNER
  - 1.10.1. When the pitcher or catcher for the next inning is on base and there are two outs, the manager must substitute a base runner with the player who made the last out.
- 1.11. STEALING
  - 1.11.1. Stealing is allowed.
  - 1.11.2. Stealing will include runners moving to the next base on passed balls and wild pitches.
  - 1.11.3. NFHS rules apply, with the following exceptions:
    - 1.11.3.1. There will be no stealing of home plate even if a runner on third is played on.**
    - 1.11.3.2. The player cannot advance bases until the ball crosses home plate.
      - 1.11.3.2.1. A runner leaving early will be returned to the original base.
    - 1.11.3.3. Runner's may attempt to steal 2<sup>nd</sup> or 3<sup>rd</sup> base, but only one base per batter.**
    - 1.11.3.4. Runners may not advance on an over throw when stealing.

1.12. DEFENSIVE POSITIONS

**1.12.1. Every player must play the infield and outfield position by the 4<sup>th</sup> inning.**

1.12.1.1. Pitcher and catcher are considered an infield position.

1.12.2. When a manager deems any position unsafe for a particular player, he must document the reason and advise the CSPD athletic staff, the league coordinator, and the parents/guardian before taking any action.

1.13. PITCHING

1.13.1. Pitchers will be allowed to pitch two (2) consecutive innings per game.

**1.13.1.1. Pitchers will not be allowed to pitch in more than 2 consecutive games.**

1.13.2. An inning will be defined one pitch.

**1.13.3. Little League Guideline of 50 pitches per day for 10 and under is encouraged.**

1.13.4. When a pitcher is pulled, he cannot re-enter the game as a pitcher.

1.14. HIT BATTER

**1.14.1. Each pitcher will be limited to hitting a total of two (2) batters an inning or three (3) batters per game. The pitcher must be pulled and is not allowed to reenter the game as a pitcher.**

1.15. CHARGED CONFERENCES (trips to the mound)

1.15.1. The manager/coach will be allowed two trips to the mound in one inning or a total of three trips to the mound for the game per pitcher. The pitcher must be pulled on the second trip in one inning and/or the third trip in the game.

**1.16.** Pitchers who have been visited three times by their manager/coach will not be allowed to re-enter the game as a pitcher.

**2. REGULAR SEASON CHAMPION**

2.2. Teams will be grouped in one division.

2.3. TIE BREAKERS

2.3.1. In the event that there are teams tied with the best record at the conclusion of regular season play, the following will be used to determine a true division winner:

2.3.1.1. 1<sup>st</sup> Head to Head result

2.3.1.2. 2<sup>nd</sup> Least runs scored against

2.3.1.3. 3<sup>rd</sup> Most runs scored

**3. POST SEASON**

**3.2. SEEDING**

**3.2.1. Teams will be seeded by won-lost record, best to worst.**

**3.2.2. Tie Breaker 2.2 will be used to break any ties.**

3.3. HOME AND VISITOR TEAM

3.3.1. The higher seed will be the home team, including the championship game.

3.4. GAMES

3.4.1. The courtesy rule is in effect until the championship game.

3.4.2. The two hour game time limit is in effect until the championship game.

3.5. GAME TIMES

3.5.1. Game times will be the same as the regular season with the exception of the championship game.

3.6. CHAMPIONSHIP GAME

3.6.1. The time limit will not apply for the championship game.

3.6.2. The courtesy rule will not apply for the championship game

3.6.3. If the game must be stopped for any reason (darkness, weather) prior to full completion and/or the game is tied and must be stopped, the game will be treated as a suspended game and resumed the next day a field is available and any or all CSPD tournament team players involved are available.

3.7. SUSPENDED GAME

3.7.1. Playoff games stopped due to rain or darkness that are not an official game will be treated as a suspended game and completed per CSPD rules.

3.8. PLAYOFF TROPHIES

3.8.1. Trophies will be distributed to players participating in the championship game at the game site.

4. FARM SYSTEM RULES

4.1. SUBSTITUTE PLAYERS - GENERAL

4.1.1. General

4.1.1.1. No players are allowed to play as a Farm Team player if it interferes with their own team's game (house and/or tournament).

4.1.1.2. If a substitute is being used, he will remain on the playing roster for that entire game.

4.1.1.2.1. No substitute may play more defensive innings than a regularly rostered player.

4.1.1.3. Substitutes may play any position except pitcher and must bat last in the batting order.

4.1.2. Regular Season

4.1.2.1. Substitutes are allowed. The number of substitutes used will be dependent on the need for the given game and enough to give the team up to a total of ten players for the game.

4.1.2.2. The manager using a substitute from an assigned farm team may use the same player for consecutive games.

4.1.3. Playoffs

4.1.3.1. **Substitutes are allowed. The number of substitutes used will be dependent on the need for the given game and enough to give the team up to a total of ten players for the game.**

4.1.3.2. **All substitutes needed in playoffs must be cleared through the League Coordinator.**

4.1.4. If a team needs a substitute and no one is available from the assigned Farm Team, the manager may obtain a player from another Farm Team. The League Coordinator must be notified.

4.1.4.1. Managers/Coaches should contact the League Coordinator for a list of available players from non-designated Farm Teams.

4.1.5. Any violation of any of the above stated rules will result in the game being forfeited.

4.2. PLAYER SELECTION

4.2.1. 10U teams may substitute by using a player from 8U.

