

Below is the Mustang rulebook of the North Division (Waukegan and Winthrop Harbor), East Division (Skokie Indians and Skokie Youth), and the Central Division (Morton Grove, Lincolnwood, Niles, and Norwood Park)

ELIGIBILITY FOR MUSTANG BASEBALL: CSYBA Mustang League is primarily for kids that are in the 3rd and 4th grade. During Summer it is for kids who just completed the 3rd and 4th grade. During Fall Ball, it is for kids just entering the 3rd and 4th grade.

COMPETITIVE BALANCE: Stacked teams, all-star teams, travel teams, or any pre-formed teams are strictly prohibited from participating at the Mustang division. Communities with multiple teams participating in the Mustang division must make every effort possible to assure teams are well balanced. This could be achieved through a draft, an evaluation session, or other means to assure competitive balance across a communities multiple teams. If it is determined that a team entered such a team into the Mustang league, they may be disqualified from post-season play, or be required to play UP a level at the Bronco division.

1. POLICIES ON CONDUCT

1. The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves. The coaches will do their best to emphasize the League's purpose of developing skills and providing fun for the players, while encouraging respectful competition within the game.
2. A player or coach who swears, throws a bat or batting helmet, or is otherwise disruptive or unsportsmanlike shall be given a verbal warning by the umpire. A player who engages in such conduct may, at the umpire's discretion, lose his next turn at bat. Any subsequent act of misconduct by that player or coach shall result in ejection from the game.
3. All cheering and yelling must be done in a positive and encouraging manner. Negative comments or yelling by coaches, players, parents or fans will be considered unsportsmanlike conduct. Use of abusive, foul or obscene language by coaches, players, parents or fans is prohibited.
4. Coaches and players may not question or protest judgment calls made by the umpire and coaches will be responsible for causing their players and their team's fans to do so likewise.

2. EQUIPMENT AND UNIFORMS

1. Rubber-cleated shoes are highly encouraged. No metal spikes of any kind are allowed.
2. During games, all players are required to wear full uniforms. The uniform shirt should be tucked in and brim of hat facing forward at all times.
3. 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.
4. All batters and base runners must wear batting helmets at all times.
5. Any player who is catching for a pitcher must wear a catcher's mask, including the time when the catcher is "warming up" the pitcher and no batter is present. All players must wear cups.
6. No jewelry may be worn.

3. FIELD SPECIFICATIONS

1. The distance between bases is 60 feet.
2. The distance from the pitcher's rubber to home plate will be 44 feet.
3. The home team will occupy the third (3rd) base side bench or dugout.

4. GAME TIME, GAME BALLS, INNINGS, 5 RUN RULE

1. All games will begin at game time. Please have all players arrive at least 15 minutes prior to the start of the game for warm up. A 15-minute grace period will be given before a forfeit is declared.
2. The home team must provide two (2) new baseballs for the game balls for each game. If the condition of the game balls deteriorates during the game, the umpire may require either or both teams to provide one or more new game balls.
3. Regulation games will be six (6) innings for the Mustang League. Each game will have a time limit and NO NEW INNING will start after 1 hour and 45 minutes has elapsed.
4. When a game is tied at the end of regulation, it will be declared a tie. There will be no extra innings in regular season play.
5. The 5 run rule will be in effect for all games. The maximum number of runs that a team may score in one inning is 5 runs with NO continuation (i.e. during a play from a batted ball only runs scored up to the 5th run of an inning will count). If a team is losing 10 to 0, the most runs they can score in the inning is still 5 runs. This rule will apply for every inning except the last inning of the game.
6. 5 Run Rule Regular Season (Last Inning) - The only exception to this rule is in the last inning of a game. The umpire will determine which inning is the last inning based on Rule 4.3 above. The visiting team may score 5 runs or up to 5 runs more than the home team, whichever is greater, in the last inning. The home team can then score runs until the side is retired.
7. The 5-run-rule per inning is still in effect for the full duration of the playoffs.
8. Mercy Rule. A game will end if a team has a lead of 10 or more runs at the end of 4 innings (i.e., at the end of 3 ½ innings of play or as soon as the 10th lead run is scored in the bottom of the 4th or 5th inning).

5. PACE OF PLAY

1. The pitcher will be allowed a maximum of 5 warm-up pitches between innings.
2. If there are two outs and the team at bat has its catcher for the next half inning on base, the catcher on base should be removed from the base and be replaced by the player who has made the last out. In addition, if there are two outs and the catcher of the hitting team is not on base, the umpire should remind the coach to get the catcher ready to start the next half inning.

6. SUBSTITUTION/PLAYER PARTICIPATION: MINIMUM NUMBER OF PLAYERS

1. Teams must have at least 6 rostered players present at game time, otherwise the team forfeits the game.
2. Team can field ten (10) players in the field. When a team has 10 players on defense, four

of the players must play outfield, equally spread across the outfield. A manager can elect to play 9 players in the field if they choose.

3. Outfielders must play in an arc at a distance of at least 20 feet behind second base. Outfielders may not cover a base during a steal attempt.
4. Every available player on a team will bat in a continuous batting order in a game.
5. A late arriving player will enter at the end of the batting order as the last batter in the score book. If a player shows up after the entire team has batted, they can still be added to the end of the batting order.
6. Call-Up Players. For regular season play, a team that does not have ten (10) players of their own may use a player from another Mustang team sponsored by their community. During playoffs, any call-up must be from the younger Pinto Division (2nd graders). Call-Up players cannot pitch but are allowed to play any position in the field. The player must bat at the bottom of the batting order for the team for which they are substituting.
7. It is the intent of the league for all players to have the opportunity to play every position on a regular basis, within limits for their safety and capabilities (i.e., don't have a player pitch that can't throw the ball as far as home plate or have a player that struggled to catch the ball play first base). Players should rotate regularly between infield and outfield.
8. If a team has more than ten (10) players, all players must sit out at least once, before a player can sit out for a 2nd defensive inning.

7. PITCHERS

1. Pitchers may pitch a maximum of two (2) innings in a game. One pitch thrown is considered a full inning.
2. A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game.
3. There are no intentional walks. Pitchers must pitch to every hitter.
4. Any pitcher who hits three batters during a game will be immediately replaced and will not be allowed to pitch again in that game.
5. A pitcher may not throw a deliberate curve ball. If a curve ball is thrown, a warning will be given. If a second curve ball is thrown, the pitch will be called a ball, regardless of where it is in the strike zone, or if the batter swung. This is solely the umpires discretion and is not a matter that can be argued.

8. BASE RUNNING (STEALING, LEADOFFS, OVERTHROWS and SLIDING)

1. A base runner may steal only after there are two outs. The number of outs are determined before a pitch is thrown. If there is one out, and a batter strikes out on a pitch, a runner cannot steal on that same pitch. They must wait until the next pitch to attempt a stolen base.
2. Base runners may not lead off from any base until the pitched ball crosses home plate. If the umpire rules that the runner left the base before the ball crossed home plate, the runner will be directed to return to the base. If the ball is hit when the runner has left the base too early, the umpire will have the discretion to limit the number of bases which the runner may advance.

3. A base runner is not allowed to steal home. A runner may attempt to steal second base or third base, as long as there are two outs. If the throw by the catcher to second (or third) base is overthrown, the runner attempting to reach second (or third) base may not advance further. Similarly, if a runner is on third base at the time when the ball is thrown or overthrown by the catcher on a steal attempt, the runner on third base may not advance to home on the play. An overthrown ball by the catcher will be treated as a “dead” ball and returned to the pitcher to continue play.
4. A base runner advancing to any base on a “close play” should slide, and may not “run over” the baseman or the catcher. The runner must always avoid contact. If the base runner does not avoid contact on a close play, the runner will be called out. Base runners at all bases must avoid collisions with defensive players.
5. A base runner may not interfere with a fielder who is making a play on a ball or who has a ball being thrown to them. If the base runner interferes with a fielder attempting to field the ball or receive a throw, the runner will be called out. This is an issue the coaches must explain clearly to their players.
6. A fielder that is not making a play on a ball or receiving a throw from another player may not be in the base path of a base runner. If a fielder interferes with or is standing in the base path of a runner, the runner will be awarded the base they are running to even if they are tagged or forced out.
7. On a single or an error, if a base runner “rounds” first base and, in the umpire’s discretion, begins an attempt to advance to second base, the base runner may be tagged out just like in the Major Leagues

9. BUNTS and DROPPED 3RD STRIKE

1. Bunting is permitted.
2. The Dropped 3rd Strike rule does not apply in this League. The Batter is out on a swinging or called 3rd strike and runners may advance but not to home.
3. If a player shows bunt, they must either attempt to bunt the ball, or must pull the bat back. If the batter shows bunt, and then fully swings, a dead ball will be called and the batter will be out.

10. INFIELD FLY RULE

1. The Infield Fly rule does not apply in this League.

11. WALKS AND HIT BATTER

1. A walked batter is not free to advance beyond first (1st) base until after the first (1st) pitch to the next batter.
2. A batter hit by a pitched ball is awarded first (1st) base.
3. A batter hit by a pitched ball on a bounce is a hit batter and the ball is dead.

12. UMPIRES

1. Players, assistant coaches, adults assisting the team and fans may not question, protest or object to any rule interpretation or application by the umpire.
2. During a game, the umpire has complete discretion in the application and interpretation

of the rules. While these rules endeavor to cover many of the rules of baseball there are situation that may arise that require the umpires discretion.

3. Play is dead when the ball is returned to the pitcher and the pitcher is on the pitcher's mound. Play does not resume until the next pitch leaves the pitcher's hand directed to home plate.
4. Application of rules by the umpire.
 1. To raise a question, a head coach must request and be given time out. The head coach shall confer with the umpire at home plate. All players shall be ushered away from home plate during such time out. The opposing head coach, any other umpire assigned to the game may participate in such discussion.
 2. Such discussion shall not extend past one (1) minute from the calling of time out. At the end of the time out, the head coaches shall return to the dugouts/bench areas.
 3. Final confirmation or reversal of the interpretation or application shall be decided by the home plate umpire. No question may be raised after the first (1st) pitch following the interpretation or application at issue and such interpretation or application shall thereupon be final and irreversible.
 4. Judgment decisions of the umpire such as balls, strikes, safe, out, fair, foul, out of play, ground rule doubles, over throws and game suspensions shall not be questioned or protested. Violation of these rules shall be considered unsportsmanlike conduct.

13.SCOREKEEPING AND STANDINGS

1. Each team must supply a scorekeeper who is responsible for maintaining a game score book for that team. Scorekeepers should confirm the game score with each other at the end of every half inning. Head coaches, if requested, must supply one another with the batting lineup prior to the start of play.
2. League standings will be kept based on team winning percentage.
3. All scores must be submitted by the winning team to the league commissioner using the online form within 48 hours of the contest.

14.RULES

1. The League Commissioner has the authority to make final interpretations and applications of and changes to these rules at any time.
2. For any rules not specifically covered here, IHSA rules apply.