

2019 Mustang Rules

1. All players who do not attend tryouts shall put into the draft and selected via hat pick. Hat picks will be designated randomly, unless the coaches decide by majority rule that the player should be fairly placed on a team. If that is deemed the case, the board will place that player on a specific team to provide for a competitive balance. There will be no trades.
2. In the last round of each level of the draft (minus hat picks), coaches may ask to have a player placed on their team unrelated to skill or ability. If a coach asks, all other teams must vote in favor of approving the selection. If one team does not agree, that player will be drafted at large. If all teams agree, this pick would constitute that team's draft selection for that round.
3. The Mustang Division is for player's ages 9 and 10. At the discretion of the MBA, if a child is determined to have a physical and/or mental handicap and wants to play baseball, he may then play in the Mustang Division when he is 11 years old.
4. The Mustang Division shall play on a field with the following dimensions:
 - A. 46 ft. Pitching Distance
 - B. 65 ft. Bases
5. A regulation game consists of 6 innings. No inning may start after the game is 1 hour and 45 minutes old. Once started, an inning must be completed regardless of time limit. The umpire's watch is official and the game starts when the umpire says "play ball"
6. The Mustang Division shall use 4 innings as a regulation shortened game.
7. A game may end in a tie due to darkness or time limit.
8. Tie games go extra innings until time limit has been reached.
9. The slaughter rule in the Mustang Division shall be 15 runs at any point after 3 ½ innings if the home team is ahead or after 4 innings if the visiting team is ahead.
10. Coaches must meet with the umpire for ground rules prior to the start of the game. Coaches must also exchange line up cards at this time.
11. The batting order shall be 1 through the number of players who show up for the game. Players can move in and out of the lineup at any time (free substitution). Substitutes do not have to report to the umpires.
12. If a player shows up late for a game (after his assigned batting order spot has passed the first time through the order), the opposing team must be notified by the coach and the player must be placed in the last spot in the line-up.
13. Each and every player who shows up for the game must play a minimum of 4 innings if 11 or more players are present, and 5 innings if 10 players are present. If, for disciplinary reasons a Manager would like to sit a player for extra innings, the player and his parents

should be informed in advance as to this action. A team policy must be explained to the players in advance concerning what actions on the player's part would result in this penalty. This would also include a Pinto call-up.

14. By the end of the 4th inning in the field, every player on the team must have played at least 1 inning (3 outs) in at least one of the 6 infield positions. This rule does not apply in playoff games.

15. Pitching Rules:

1. Players may pitch a maximum of 6 consecutive outs.
2. Once a pitcher is removed he may not re-enter as the pitcher.
3. There will be no "quick pitch." The batter will be allowed to get set in the batter's box and the pitcher will come to a set position before he pitches the ball.
4. We adhere to the *Pitch Smart* guidelines regarding rest for pitchers. You can find the guidelines on the MBA website under the coaching tab followed by Pitching Guidelines.

16. Use of an ineligible pitcher, whether intentional or inadvertent, will result in forfeiture of the game to the opposing team, providing the Manager or Coach of the opposing team notifies the Division V.P. or League President within 48 hours of the end of the game.

17. No breaking balls are allowed by twisting the wrist. 1st offense will be a warning, 2nd offense the pitcher must be removed.

18. There will be no dropped third strike.

19. No balks will be called.

20. No intentional walks will be allowed. Pitchers must throw 4 balls to constitute a walk and the catcher must stay in position at all times. If the catcher is out of position (standing) or the pitcher is throwing the ball intentionally out of the batters box area, a warning will be issued at the umpires discretion. After that, the coach may be ejected from the game for unsportsmanlike conduct.

21. There are no lead-offs. The runner may only advance after the ball has crossed the plate when advancing from 1st to 2nd or from 2nd to 3rd base. If a runner leaves a base early, the umpire will send him back to the original base he occupied and issue a warning. On the 2nd offense, the runner will be called out, per inning per game. In the event of a hit and the runner left a base early he shall be awarded one base ahead of the hitter and issued a warning, or if it is his 2nd offense he will be out. If the hitter is out, the runner must go back to his original base with a warning if it is his 1st offense and is out if 2nd.

22. The ball becomes dead and the base runners must return to their bases when the pitcher has the ball in his possession and is standing in the dirt area considered the

mound, so long as a base runner isn't advancing to another base as a continuation of the play.

23. Base runners are not allowed to advance on a throwback to the pitcher from the catcher.
24. During the first 4 innings of play, a base runner may score on a passed ball or wild pitch a maximum of 1 times per inning. After the first score on a wild pitch, runners may only score on balls batted in play or walked home if bases are loaded. During the 5th and 6th innings only, the maximum number of times a runner may score on a passed ball or wild pitch becomes unlimited.
25. Batters may not advance to 2nd after being walked until the 1st pitch to the next batter.
26. Forfeits are not allowed due to absent players. However if a team has less than 8 players, an out will occur in the position where a player is missing from the roster.
27. Protests will not be allowed. The decision of the umpire will be final.
28. It is permissible to have a maximum of 2 adults within the playing field in foul territory and 3 adults ONLY if the third adult is warming up a pitcher. A warning will be issued by the umpire if this rule is violated and further discipline will be at the umpire's discretion including, but not limited to, ejection.
29. During an inning, adults (base coaches, etc.) may not stand within 30 feet of home plate after the ump has given the ball in play signal. A warning will be issued by the umpire and further discipline will be at the umpire's discretion including but not limited to, ejection.
30. A Manager may call up to 2 players to make a 10 player team. If more than 2 players are needed, the Mustang Division V.P. must be notified. The V.P. will then select the additional players. The called up players must play in the outfield and bat last in the lineup. If more players are called up than can play the outfield, they can play any infield position except pitcher or catcher. If before or during the game a team's missing player(s) show up, they must be put into the game.
31. Once a pitcher has hit 2 players in an inning where a base has been awarded in each case, the pitcher must be replaced.
32. The game schedule stands. Only rain outs will be rescheduled.
33. Call Ups : A list of available call-ups will be given to all team's Managers and Coaches. Only 2nd year Pinto players are available for call-up. No Pinto player is allowed to play in a Mustang game if it means missing one of their Pinto games.
34. Only 1 trip to the mound is allowed per pitcher per inning. On a second trip in an inning to the mound by either the Manager or Coach the pitcher must be removed.
35. Each team's half inning consists of 3 outs. A team will continue to bat until 3 outs are made or until 5 runs are scored. In the 6th inning and extra innings a team will continue to bat until 3 outs are made. The only exception to this rule is if a home run is hit that

exceeds the 5 run limit. The batting team may score as many runs above 5 as runners on base including the batter if the batter hits a home run over the fence.

36. Managers and Coaches are responsible for following the adopted USSSA/USA bat rules. If an illegal bat is used the batter is out and the coach is restricted to the dugout (no base coaching) for the remainder of the game. If an illegal bat is used twice in a single game the batter is out and the coach is ejected from the game. If the bat is found to be illegal after a play, the batter is out and the runners return to position before play.
37. Home team is responsible for field set up. Field set up includes: Lining the batter's box, lining the base lines, putting in the bases and making sure the field is in playable shape. Visiting team is responsible for operating the scoreboard and supplying an adult for concessions should it be necessary. Both teams are responsible for field clean up.
38. Home team dugout is on the third base side. Visiting team dugout is on the first base side.
39. Wood Bats are permitted.
40. Bunting is allowed.
41. Balls that hit the yellow tubing (in fair territory) in the outfield on a fly and bounce onto the field are in play. Any ball that bounces off the yellow tubing and hits the tree branches and bounces into play will be deemed a home run.
42. Balls rolling under the outfield fence will be deemed dead balls by the umpire with the runner awarded second base. If in the umpire's opinion the ball is not under the fence OR the outfielder reaches for the ball and the umpire believes the outfielder is making a play on the ball, the umpire may allow the play to continue.
43. Any ball that goes out of the field of play on a non-batted ball will be deemed dead and the runner awarded the base they are going to plus one. Out of play areas include the dugout and any area beyond the fence. Umpires may use their discretion to determine if a ball is out of play.
44. All rules are subject to change per MBA board discretion.