

MUSTANG LEAGUE RULES

1. PURPOSE & CONDUCT

- 1.1 The purpose of the League shall be to create a positive baseball experience for each child athlete. This experience is meant to include the development of baseball skills and an appreciation for the game of baseball in a fun, recreational environment.
- 1.2 The coaches, parents and other adult participants in the League shall encourage all child athletes whenever possible; refrain from disparaging remarks toward child athletes, umpires, parents or coaches; uphold the ideal of good sportsmanship through speech and conduct; and abide by the decisions and directives of the umpires and Commissioners of the League.
- 1.3 All coaches shall cooperate with other coaches to improve the skills of the child athletes, to foster the concepts of teamwork and team play, and above all, to promote the ideal of good sportsmanship.
- 1.4 Any unsportsmanlike conduct by a player, coach, parent or fan is just cause for the umpire to dismiss such player, coach, parent or fan from the field. This rule will be enforced provided one (1) prior warning has been given by the umpire.
- 1.5 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.
- 1.6 Use of abusive, foul or obscene language by coaches, players, parents or fans is prohibited and deemed to be unsportsmanlike conduct.
- 1.7 Only the manager or designated coach may question the umpire's interpretation and application of the rules. Players will not argue calls and nobody should do a running commentary on the umpire.
- 1.8 Please avoid any attempt other than proving up a rule, in influencing the umpire.
- 1.9 Judgment decisions such as safe, out, fair, foul or ball, strike should never be questioned.

2. SAFETY ISSUES

- 2.1 Don't hesitate to call 911. That's what they do for a living
- 2.2 Only one player on deck holding a bat. The on deck hitter must be in the cage. Please no batter in the hole with a bat.
- 2.3 No child may warm up a pitcher between innings or in the bullpen without a mask on.

- 2.4 On offense, base coaches in the coach's box, everyone else behind the screens.
- 2.5 On defense, the manager or designated coach may be in foul territory, everyone else behind the screens.
- 2.6 We don't take chances with the weather. RULE: If you can hear it (thunder) or see it (lightning) the field is to be cleared and the game suspended for thirty minutes, no exceptions, no excuses, no discussion, period.

3. FIELD SPECIFICATIONS

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

4. GAME TIME, GAME BALLS, INNINGS

- 4.1 All games will begin at game time. Forfeit time is game time. Please have all players arrive at least 15 minutes prior to the start of the game for warm up.
- 4.2 Each team must provide (1) new baseball 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.
- 4.3 Regulation games will be six (6) innings. During the regular season, each game will have a time limit of 2 hours and 15 minutes and no new inning will start after the time limit. (No time limit in playoffs.)
- 4.4 When a game is tied at the end of regulation, it will go into extra innings, if time allows according to the time limits outlined in Rule 4.3.
- 4.5 During the regular season, during the first 4 innings, an inning shall end after every player on the team has batted. There shall be no such limitation after the 4th inning or in the playoffs.
- 4.6 Mercy Rule. A game will end if a team has a lead of 12 or more runs at the end of the 4th inning or later (3.5 innings if the home team is leading).

5. SUBSTITUTION, PLAYER PARTICIPATION & MINIMUM NUMBER OF PLAYERS

- 5.1 A team will field no more than nine (9) players at any one time.
- 5.2 Every available player on a team will bat in a regular batting order in a game. Such batting order will not be changed except as set forth below.

- 5.3 No available player on any team will sit out more than one (1) defensive half (1/2) of an inning until all available players on that team have also sat out one (1) defensive half (1/2) of an inning. A player will not sit out a third inning until all other players have sat out two innings.
- 5.4 There is unlimited substitution except for pitchers.
- 5.5 A late arriving player will enter at the end of the batting order as the last batter in the score book.
- 5.6 A team must have eight (8) players present to start the game. In the event a team cannot field eight (8) players after the game has started, the team may continue playing with no less than seven (7) players.
- 5.7 During the regular season, a team that does not have nine (9) players of their own may use a player from another Mustang team to play in their game. This rule does not apply in the playoffs. In the playoffs, you can only call up players from the Pinto league. In either case, that player must play in the outfield and bat last.
- 5.8 Each player will play at least one (1) full defensive half of an inning per game at an infield, pitcher or catcher position prior to the 5th inning of the game.

6. PITCHERS

- 6.1 Each team may pitch one pitcher a maximum of six (6) outs (even if the six (6) outs occur over three (3) innings). All outs pitched by any pitcher must be consecutive.
- 6.2 Weekly maximum outs during the regular season is 15. The pitching week begins on Saturday and ends on Friday during the regular season. There is no weekly limit during the playoffs.
- 6.3 A pitcher who has been removed from the mound will not be permitted to return to the mound as a pitcher in the same game.
- 6.4 Pitchers get no more than 8 warm up pitches.
- 6.5 In an inning, a coach may go out to the mound two (2) times per pitcher. On the 2nd visit to the mound, the pitcher must be replaced as pitcher and may play another position in the field.

7. BASE STEALING AND SLIDING

- 7.1 A runner may advance to home only by a play initiated by a batted ball, a walk or hit by pitch (with the bases loaded).
- 7.2 Lead offs are not permitted. Stealing of bases can occur from any base except third. A runner may not attempt to steal a base until the ball has passed home plate. If the runner leaves early, play is stopped, and the umpire will send the runner back to the

previous base. Upon a team's 2nd and subsequent violations, the runner will be called out.

- 7.3 Runners may advance home only on an over throw if the fielder is attempting to throw the runner out at third on a batted ball in play. A runner cannot advance home in any other situation including, but not limited to, an overthrow at 3rd base made on a steal attempt, a passed ball or if a play is made to another base in an attempt to throw out another runner stealing.
- 7.4 No delayed stealing or pickling after reaching the base.
- 7.5 Anytime there is a play at a base the runner should slide. Runners who do not slide may be called out at the umpire's discretion. All sliding must be feet first or the runner will be called out. A play is defined as any time the fielder has the ball prior to or at the same time the runner is arriving at the base and the fielder is close enough to the runner and/or the base that the runner could be tagged out. This interpretation is solely at the discretion of the umpire. Coaches should instruct their runners to slide feet first at any close play. Head first slides are not allowed and the runner shall be called out.
- 7.6 The dropped 3rd strike rules do not apply.

8. CONTACT AND INTERFERENCE

- 8.1 Intentionally initiating contact at any base is prohibited. If, in the umpire's judgment, the runner either tries to make contact with the fielder or does not make an effort to avoid unnecessary contact, the runner is called out.
- 8.2 Any defensive player who does not have possession of the ball shall not impede the progress of the offensive player as he or she runs the bases. The offensive player will be awarded the base and other as seen fit by the umpire.
- 8.3 A baserunner must make every attempt to avoid a defensive player who is fielding the ball in the baseline. If the baserunner interferes with the defensive player in this situation the baserunner will be called out.

9. SCOREKEEPING AND STANDINGS

- 9.1 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.
- 9.2 The winning team's manager must post the score, winning pitcher and extra base hits for both teams, be liberal. Scores are posted on our website www.wilmettebaseball.org.
- 9.3 League standings will be kept on a point system, 2 points for a win and 1 point for a tie. Try to make up any cancelled games. All teams make the playoffs.

10. MISCELLANEOUS

- 10.1 Home team puts in the bases. Winning team takes out the bases and returns them in the box after the game.
- 10.2 Both teams are responsible for preparing a wet field.
- 10.3 Roemer Park is owned and operated by the WBA. Please observe the rules of the Park and make sure your dugouts are cleaned out after your game.
- 10.4 Show your players what you mean, don't just tell them.
When a batter is at the plate, leave them alone, don't overload.
Make sure you and your coaches all speak from the same page.
- 10.5 Kids take things very literally; think about what you say when talking to them.
Keep your instructions clear and simple during the games. Practice is homework and the games are the test.
- 10.6 The League Commissioners have the authority to make final interpretations, applications and changes to these rules as needed.
- 10.7 For any rules not specifically covered here, Major League Baseball rules shall apply.

Have Fun - Enjoy The Season!

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