

# **Bethel Park Baseball Mustang Rules**

## **I. DIAMOND SET UP**

1. Base distance is 60 ft.
2. Pitching distance is 46 ft. from the back tip of home plate to the front of the pitching rubber.

## **II. GAME PLAY**

1. Games shall be six (6) innings in duration and considered complete after five (5) full innings are complete or 4.5 innings if the home team is ahead.
2. All games will have a two hour time-limit. No new inning may be started after two hours from the start of the game. If an inning has been started prior to the two-hour time limit and the limit is reached during the inning, the inning must be completed and the game finalized at the conclusion.
2. An inning will not start after 8:00 pm. on weekdays (Sunday through Thursday), unless the game is scheduled to start at 8:00 p.m. or later.
3. In the event of a tie the game the game ends. There are no extra innings during the regular season.
4. Teams have a limit of five (5) runs per inning, with the exception of the sixth inning (6<sup>th</sup>) and beyond (unlimited runs). There is no continuation of runs, unless there is an over the fence home run. In the event of an over the fence home run, all of the runs count.
4. The Mercy Rule is as follows: Fifteen-run (15) lead after losing team has batted four times. Ten-run (10) lead after losing team has batted five (5) times.
5. If a game is called for any reason before it is a complete game, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by league officials.
6. Any base coaches under the age of eighteen must wear a batting helmet when coaching a base.

## **III. PLAYERS AND POSITIONS**

1. Teams will play ten (10) defensive players. The minimum number of players to start a game is eight (8). A team has a maximum of ten (10) minutes from game time start to field a team (eight players). If unable to do so, team will forfeit. Late arriving players must be inserted into the bottom of the batting order.
2. Call-up players can be called-up from Pinto only and must bat at the end of the order and must play two innings in the infield, but are not permitted to pitch. Call-up players are not permitted to miss a Pinto game to play in a Mustang game.
3. Outfielders are not permitted to make a baseball play in the infield.
4. Players cannot be switched from one defensive position to another during the course of the defensive half-inning, unless deemed necessary due to an injury or a pitching change is made. Players may be freely moved/substituted between innings.

5. No player may be kept on the bench for a second defensive inning until all players have spent one defensive inning on the bench, unless needed due to injury.
6. All players must play a minimum of two defensive innings in the infield, along with two defensive innings not in the infield (e.g., outfield or bench).

#### **IV. EQUIPMENT**

1. Only USA stamped bats are permitted. If an illegal bat is used, a warning will be issued to the team for the first offense. Any use of an illegal bat from there on out, will result in the batter being out and the Head Coach being removed from the game.
2. The home team will supply two (2) new baseballs for each game.
3. The batter, players in the on-deck area, and base runners are required to wear a helmet.
4. Catchers are required to wear the appropriate protective equipment that includes a mask and helmet, chest protector shin guards, and cup.
5. Players are only permitted to wear molded cleats – no metal spikes.

#### **V. PITCHING**

1. A pitcher shall not pitch more than two (2) innings in one game, not more than three (3) in one calendar day, and not more than six (6) in one calendar week. A calendar week is defined as 12 AM Monday to 12 AM the following Monday. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning. Over any two-day period, no player may pitch more than 3 innings, regardless of the number of games played in the period.
2. All teams are required to pitch a nine (9) year old, defined as a player who has not turned the age of ten (10) prior to May, 1<sup>st</sup> of the calendar year in each game a minimum of six (6) outs or nine (9) consecutive batters prior to the start of the 5th inning.
3. Once a pitcher is removed from the mound, he/she is not permitted to pitch again in the game.
4. A pitcher hitting two (2) batters in the same inning must be removed from the mound.
5. On the second visit to the mound in the same inning for the same pitcher, the pitcher must be removed. Calling the pitcher to the chalk line or to step off the rubber for a conference shall constitute a trip to the mound.
6. The balk rule shall not be in effect.
7. Intentional walks are not permitted.
8. Breaking balls (e.g., curve balls, sliders, etc.) are not permitted.
9. Pitchers may not wear wristbands, white fielding gloves/sleeves, any sort of glove on the throwing hand, or non-prescription sunglasses, whether on the face or the bill of the hat. Any other equipment/clothing not addressed is up to the discretion of the umpire. The umpires decision shall be final and not questioned/challenged.
10. Any violation of pitching eligibility and rules shall result in immediate forfeit of game.

11. All coaches are encouraged to follow MLB Pitch Smart Guidelines, which can be found at <https://www.mlb.com/pitch-smart/pitching-guidelines/ages-9-12>

## **VI. BATTING**

1. There shall be a continuous batting order that includes all players present at the start of the game. This batting order cannot be changed during the course of the game. Should a player be removed from the batting order, the opposing coach will be notified and the batter will be recorded as an out for the duration of the game. If a player is removed from the game/batting order due to injury, he/she will NOT be recorded as an out.
2. Bunting is permitted, once the batter squares, he must bunt or pull the bat back. Slap bunting is NOT permitted; a slap bunt will result in a dead ball and the batter being called out.
3. During an at-bat, players must drop the bat after hitting the ball and not throw it. If the bat is thrown, a warning will be issued to the player. If the bat is thrown again, during an at-bat, by the same player, the player shall be called "out".
4. Foul ball and fouled tip third strike rules are in effect.
5. The dropped third strike rule will **NOT** be in effect.

## **VII. BASE RUNNING**

1. For plays at any base, runners should slide or otherwise avoid contact with a fielder attempting a putout on a runner. Contact is permitted as long as the runner slides prior to contact; sliding is not required if the runner successfully avoids contact. Failure to slide and avoid contact will result in the runner being called out.
2. No runner advancing to a base shall slide headfirst. The first violation will result in a warning to the offending team. The base runner will be called out on the second occurrence by the same team. Headfirst slides are permitted when returning to a base.
3. Runners who have left the base and make contact with a fielder attempting a play on a batted ball are guilty of interference and will be called out.
4. Runners have an unobstructed right to the base paths and the bases. Any fielder not in possession of the ball or making a play on a batted ball who stands in the path of a runner or blocks access to a base is guilty of obstruction. In such cases the umpire will call obstruction and the runner is awarded the base he is attempting plus any other bases the umpire judges he would have attained had the obstruction not occurred.
5. Base runners may steal 2nd and 3rd base, but shall not leave the base until the pitched ball has reached the batter. First infraction of this rule is team warning, with base runner returning to the designated base. Further infractions by the same team will result in the base runner being called out.

6. If a base runner is observed leaving early by the umpire and the ball is hit by the batter, the play results in a dead ball and the runner returns to his/her previous base.
7. A base runner stealing 2nd base may advance to 3rd base on an overthrow, or another situation that warrants advancement, if 3rd base is unoccupied.
8. A base runner stealing 3rd base cannot advance home on an overthrow.
9. A base runner may advance beyond third base only as a result of a bases-loaded walk/hit by pitch, or as a result of a batted ball and the continuation of action following the batted ball.
10. All overthrows to bases are live balls.
11. Overthrows back to the pitcher are dead balls. No runner can advance on a throw from the catcher to the pitcher.
12. No delayed stealing is permitted. The runner must commit to stealing when the ball reaches the batter/passes the catcher. Stealing is not permitted on the throw from the catcher back to the pitcher.
13. The infield fly rule IS NOT in effect. Base runners may tag and advance at their own risk on a caught ball or on ball that is not caught.
14. If the catcher of the next inning is on base with two (2) outs, the player who has made the last out can replace him as a courtesy base runner.
15. Pinch runners are permitted in the event of an injury. The pinch runner will be the last player out.

#### **VIII TREATMENT OF UMPIRES:**

- a) During any game in which an objection to an umpire's decision arises, only the team manager shall discuss the issue with the umpire. Any violation of this rule will result in the ejection of the offending person.
- b) Any Manager, coach, or player who is ejected by an umpire during a game will sit out the next game. The incident surrounding the ejection must be reviewed by the Grievance Committee. The Grievance Committee will make a recommendation to the full Board concerning any action taken. Further disciplinary action will be at the Board's discretion.
- c) A minimum of a one-year suspension is required for contact made with an umpire. Additionally, the suspended person must petition the Board for reinstatement after the suspension is completed.
- d) The limited tolerance rule will be in effect. Umpires are instructed to apply the limited tolerance rule to players, managers, coaches, and parents as follows.
  - i) Any verbal abuse, undue argument, or harassment will result in a warning to the offending player, manager, coach, or spectator.

ii) If the abuse, arguing, or harassment continues, the player, manager, coach, or spectator will be ejected from the field. The ejected person must leave the premises. In the event that a spectator is removed from the premises, the coach of the team in question will be ejected and removed from the game as well.

iii) If the ejected person refuses to leave or continues to abuse, argue, or harass the umpire, the ejected person's team will forfeit the game.