



Official Fall Playing Rules

All League Rules

Mustang - intro to kid pitch (2nd grade)

Overview:

- Up to 9 player rosters formed by coach, then free agents are placed onto teams
- Practices begin 1-2 weeks prior to the first game
- First games begin mid-August and season ends mid-October
- Games played in St. Charles, Geneva, North Aurora and Batavia during the week and weekend to the best of our shared scheduling ability
- No games scheduled over Labor Day Weekend
- 10-12 game season

1. ALL LEAGUE RULES:

- a. Games must start within 10 minutes of scheduled time except umpiring or field difficulties. Before the game, the umpire shall announce the start time in collaboration with the Managers.
- b. Umpires have complete control and authority of games. Prior to the game, the home team shall rule on field conditions and the umpire governs safe playing conditions.
- c. Umpires and coaches responsible for keeping bats and all unused equipment off the playing field during games.
- d. Only the designated Manager, or active players, can ask the umpire for a time out.
- e. Home Team uses 3rd base dugout. Visiting team uses 1st base dugout.

- f. Adults can coach on base paths and, for the purpose of instruction, may include a helmeted player in the coach's box.
- g. Home team responsibilities include lining the base paths and batters' box, placing bases, and providing 2 game balls prior to start of the game. Visiting team to assist when necessary.
- h. A minimum of 8 players must always be fielded during the game. Late arriving players added at the end of batting order.
- i. Only league registered players can participate in practices or games.
- j. Jewelry shall not be worn, except religious or medical medals. Items must be taped down and worn under uniform.
- k. Games are considered "Official" if played for 4 full innings (3.5 if home team is winning). A new inning begins when the third out, in the previous inning, is made. Games stopped prior to becoming official will resume at the exact point they left off.

2. PITCHING RULES:

- a. Pitching Eligibility Rules vary by league. Age-based limitations based on the age on the registration form and not chronological age.
- b. Pitchers may not return to the mound after removed.
- c. Pitchers shall not wear non-prescription sunglasses, wrist bands, or light-colored shirts under uniform.
- d. The Pitcher must be removed after a second coach visit to the mound in the same inning.
- e. If a pitcher hits 2 batters in one inning or 3 batters in a game, that pitcher must be removed from the mound.

3. HITTING RULES:

- a. All team members present will bat in continuous rotation.
- b. Continuous batting lineups are to be and submit prior to the start of the game. No designated hitter (DH) allowed. Late arrivals placed at the end of the order.
- c. Dropped third strike and bunting rules vary by league.

- d. Slashing is not allowed (show bunt then swing at same pitch). The batter will immediately be called out and the ball is dead.
- e. BAT RESTRICTIONS: Bats must be stamped BPF 1.15, USSSA or made of wood with a maximum diameter allowed is $2\frac{3}{4}$. If a player uses an illegal bat, they will be called out and bat removed from the dugout.

4. BASERUNNING RULES:

- a. Base path distance, stealing and leadoff rules vary by league.
- b. Players must avoid contact with players by sliding (except at first base). If a player does not slide when there is a “play” at a base, they will be called out and the play is dead.
- c. No headfirst sliding allowed (except returning to a base). If a runner slides headfirst, they will be called out and ball is dead.
- d. Catchers may have a courtesy runner if they are on base with 2 outs. The courtesy runner must be the player who was the most recent out.
- e. Any player who intentionally removes a safety helmet while in the field of play will be called out. The play treated as hit baserunner.

5. DEFENSIVE RULES:

- a. All players present at a game will not sit out 2 consecutive innings. Nor will sit out a 2nd inning before all other players have sat out 1 inning.
- b. Except for an injury, no player will sit out more than 2 times during a 6-inning game and 3 times in a 7-inning game.
- c. Coaches are encouraged to utilize players in many different positions for instructional purposes. Care must be taken in assigning players, keeping in mind safety, skill, and ability.
- d. Injuries, illness, early leaving are exceptions to these rules.
- e. Colt league exempt for these defensive rules.

6. CALL UP RULES:

- a. If a Manager determines the team will be short players, they may call-up players from lower league or as a **last resort** borrow players from another team at that same league level.
- b. Replacement players must be announced at the start of the game, bat last in the lineup, can only play outfield positions and will not play more defensive innings than a rostered player.
- c. Only league registered players can be considered for call up and replacement players cannot go over travel player limitations.

7. CONDUCT RULES:

- a. Unsportsmanlike conduct will not be tolerated. (unethical or dishonorable behavior: disrespectfully addressing an official, any flagrant behavior, intentional contact, taunting, criticizing, or using profanity directed toward others).
- b. No smoking, vaping or alcoholic beverages on or in the vicinity of the playing field, dugouts or stands.
- c. Managers, coaches, players, and fans may not argue or complain about an umpire's call.
- d. Managers are 100% responsible for the conduct of their coaches, parents, and players. Parents, coaches, and players are to be informed of the rules before the season begins.
- e. No protests allowed unless a team believes an intentional and deliberate violation of the rules occurred.
- f. Any player or coach ejected from a game is not eligible to participate in the next game played
- g. Each team is responsible for the removal of all trash from their respective dugouts, spectator areas, and the field.

MUSTANG LEAGUE

AGE 7: The player must turn 7 by 9/1/2021.

PURPOSE: Non-competitive, instructional league to learn basic skills of baseball (positions, hitting, running, defense and sportsmanship). A safety ball (flexball) will be used throughout the season.

1. Games will be 5 innings. An inning consists of all team members batting one time or 3 outs, or if 5 runs are scored (whichever occurs first).
2. No inning will start 1½ hours after the start of the game. Attempts shall be made to play as many innings as possible.
3. The pitching rubber shall be **40 feet** from the furthest point of home plate to the front of the pitching rubber. Bases **60 feet** apart (dictated by field used).
4. A player will pitch to each batter. Balls and strikes called by hitting team coach positioned behind the pitcher (Also a fill-in pitcher).
5. If 4 balls are called, the coach will step in to throw 4 additional pitches. At which point, the count will reset to no balls and the same number of strikes. Use a batting tee or soft toss if batter does not get a hit or is not called out after 4 coach pitches.
6. Walks not awarded and batters will not be given first if hit by a pitch (unless the player is noticeably distressed).
7. No bunting is permitted.
8. A runner may not advance until the ball is batted into play & No base advancement on an overthrow.
9. The defense may utilize 10 players (4 outfielders) and two coaches permitted in the outfield for instructional purposes.
10. Players cannot play the same position more than 2 innings except during extra innings. Every effort shall be made to rotate players in all positions during the season keeping in mind safety and ability.
11. No leadoffs or base stealing permitted.
12. No playoffs or championships and no scores.