



MUSTANG

2017 Ground Rules

League age is 9 & 10 years old as of May 1st 2017

GENERAL RULES

1. Rosters must be turned in once a month.
2. All players must be in MBA issued regulation uniform at all scheduled games. Uniform consists of a baseball cap, baseball jersey with number, baseball pants. Fitted hats will be allowed as long as it's the same exact design/logo as the rest of the team. Steel cleats are **not** allowed in the pinto division.
3. Manager and coaches shall wear MBA issued baseball cap and jersey on the field of play. Fitted hats will be allowed as long as it's the same exact design/logo as the rest of the team. No tank tops will be allowed. Coaches are **not** allowed to wear steel cleats, but can wear rubber cleats. No Sandals Allowed. Penalties for not wearing MBA issued jersey are as followed:
 - a. 1st – Manager will receive a warning.
 - b. 2nd – Manager will not take the field.
 - c. 3rd – Up to the director's discretion.
4. All players must remain in the dugout and on the player's bench during games with the exception of those on the playing field and the on-deck batter. The umpire shall enforce this rule.
5. Only the manager from each team will be allowed on the field during any discussion with the umpire(s).
6. At no time will any person that is not a manager or coach of any team playing be allowed on the playing field during a game.
7. All complaints shall be taken to the division director.
8. Starting line up card with substitutes must be turned in to the scorekeeper 10 minutes prior to game time.
9. If a manager/coach is ejected from the game, depending on the severity of the ejection, as determined by the board, that manager/coach must sit out the next game or the entire season.
10. Any team with females should have a female assistant coach or Team Mom in the dugout.
11. At least one (1) adult manager and no more than four (4) adult coaches shall be in the dugout or on the playing fields at any time during the game.

12. Managers and coaches are not allowed behind the backstop screen during the games. No coaching of any kind directed to players on the field shall be allowed from any area other than the playing field and/or the dugout.
13. Home team is responsible for setting up playing field, bases, chalk, etc. Away team will be in charge of putting away all equipment.
 - a. Any loss of MBA equipment could result in losing your deposit fee.
14. The home team shall be responsible for supplying the official scorekeeper. Scorekeeper must be an adult 18 years of age or older.
15. Scorekeepers are prohibited from coaching from the scorer's table.
16. Scorekeeper shall notify Division Director within 24 hours of completion of game, of any protests.
17. Use of cell phones and other electronic equipment are prohibited on the field or inside the dugouts.
18. No jewelry of any kind may be worn by a player on the field or in the dugout during practice or games.
19. Each team is responsible for cleaning the dugout, bleacher area, and surrounding field area after each game or practice.

PLAYING RULES

20. Game shall consist of (6) innings or 1 hr 40 min. In case of a tie, no extra innings will be allowed. ***No new inning after 1 hr. 40min.***
21. The distance between all bases shall be (65) feet.
22. Infield fly rule is in affect.
23. Balk rule is in affect.
24. Players may lead off and steal bases at their own risk.
25. Batters can advance on a dropped third strike only if 1st base is unoccupied with less than two outs. When 1st base is occupied with 2 outs, a dropped third strike is live.
26. Runners may steal home at any time while occupying third base.
27. A ten (10) run mercy rule is in effect after four (4) complete innings or 3 ½ innings if the home team is leading.
28. All players must play a minimum of two (2) defensive innings. Penalty – Manager is suspended for the next scheduled game and player must play entire game in the next scheduled game.
29. All players bat in the lineup.
30. **5 run max per inning. Last inning is open if it begins within 15 minutes before the game ends. Open inning is the last inning of the game.**
31. Home plate is open. Runner going home ***must make attempt to slide*** to avoid collision or he/she will be called out. Player can be ejected from game, umpires call. The ejected player must sit out the next game.
32. A player at bat or on the bases must have a helmet on at all times. Removing the helmet while running the bases is an automatic out. A player coming up to bat without a helmet will be sent back for a helmet. If the helmet accidentally falls off, then there is no penalty.
33. A grace period of fifteen (15) minutes will be given to start a game, although the game clock will begin as scheduled. A team must start with eight (8) players. If eight (8) players are not on the field after the fifteen (15) minute grace period, then the game will be automatically

forfeited to the opposing team. The game is also forfeited in the event that a manager or coach is not present to represent the team within the same time limit.

34. If a team has nine (9) players and one player is injured or becomes sick and has to leave the game, that team may continue the game with eight (8) players, however his/her batting position will be ruled an out the next time only he/she is due up.
35. If a player is ejected during the game his/her batting position will be ruled an out every time he/she is due up.
36. If a team starts with eight (8) players, and one player is ejected from the game, that team must forfeit the game. Further the ejected player must sit out the next game.
37. Base runners must avoid contact with any defensive player who is in possession of or in act of fielding a batted ball, and may not intentionally run into such defensive play in the act of fielding a thrown ball. Players determined to be intentional and flagrant violation shall be called out and immediately ejected. UMPIRES JUDGEMENT
38. No gear is allowed outside the dugout during the game, except when being used by a player.
39. The violent throwing of bats, helmets, and/or any other equipment, or any exhibition of unsportsmanlike conduct by managers, coaches, or players shall result in immediate ejection by an umpire. UMPIRES JUDGEMENT

PITCHING RULES:

1. A pitcher is not allowed to pitch in more than 3 innings in one calendar day and 6 innings in 1 week. The week is Monday 12 am through Sunday 11:59 pm.
2. Pitchers shall have 40 hours rest after pitching in 3 innings on the same calendar day.
3. As soon as the pitcher delivers one pitch, the pitcher shall be considered as having pitched one inning.
4. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred.
5. The official scorekeeper's record of innings pitched is final.
6. The pitching mound shall be (46) feet from home plate.
7. No intentional walks are allowed pitchers may not pitch around anyone.
8. Any pitcher withdrawn from the mound and/or lineup, or a pitcher, who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in same game.
9. If a pitcher hits 3 batters in one game, the pitcher needs to come out.

PROTESTS

1. All protest must be recorded immediately following the infraction in question to the umpire and the official scorekeeper. Umpire must inform the opposing manager that the game is under protest.
2. A protest based on a play which involves an umpire's judgment shall not be permitted.
3. When protests are based on interpretation of the rules, the objecting manager shall, at that time the play occurs, notify the head umpire, the opposing manager and official scorer that the game is being played under protest, and submit the protest in writing to the league president or secretary or the Decisions Committee, within 24 hours of the start of the scheduled game.

- a. When protests based on interpretation of a rule are upheld by the Decisions Committee, the game concerned shall be replayed from the point of protest.
 - b. Umpires should make a public announcement to the crowd when a game is being played under protest.
4. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit all rights to protests as prescribed in this section.

PENALTIES

1. Penalty for use of an illegal player shall be forfeiture of games in which illegal players participated. An illegal player is one who is not on an official roster.
2. Penalty for use of an ineligible player, upon appeal by the opposing manager, the scorekeeper or league Director, when the official scorebook or league records verify a player to be ineligible, shall be immediate removal from the line up and ejection of the team manager from the game. Both player and manager will be suspended from the next scheduled game.
 - a) An ineligible player is one who is on a roster, but is ineligible to play or pitch in a particular game due to other limitations set forth in these Rules and Regulations.
 - b) A player shall not be considered in violation of the rules until at least 1 pitch has been thrown to the batter.
 - c) When a player is determined to be ineligible after completion of a game, the game shall stand as played, but player and manager will be ineligible for the next scheduled game.