

NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

MUSTANG DIVISION LOCAL RULES

2017 SPRING

www.NSYBA.net

The Mustang League is an instructional baseball league for 3rd and 4th grade players. The league continues to teach baseball fundamentals and for some communities, it is the first exposure to player-pitching and called balls/strikes.

GAME RULES

1. A Mustang League game consists of six (6) innings, unless extended because of a tie score, or shortened because; (1) the home team is winning after the top of the sixth, (2) the slaughter rule takes effect, or (3) the umpire calls the game due to darkness or inclement weather.
2. Each game will have a time limit and NO NEW INNING will start after 2 hours has elapsed. Coaches and the umpire should agree before the start inning if they believe the 4th or 5th inning will be the last inning, based on time limit, or darkness. Exception: There will be no time limit for playoff games.
3. There will be a maximum of 5-runs scored during a half an inning. If 5-runs score before 3-outs are recorded, the half inning will end and the opposing team will come to bat. For the 6th inning and any extra innings, there is no limit to the number of runs that can score. NOTE: If it is mutually agreed by the coaches and umpires at the start of an inning that it will be the final inning of the game due to darkness, inclement weather, or whatever other reason, than that inning will serve as the final inning and an unlimited amount of runs can be scored.
4. Regular season games will have only one (1) extra inning played if there is a tie at the end of regulation. If after completion of one (1) extra inning, the score is still tied, it shall be declared a tie game and both teams get a tie on their record. EXCEPTION: Playoff and championship games will continue until a winner is determined.
5. A team will field nine (9) players. Both teams may start the game with a minimum of seven (7) players. Games will not be delayed waiting for an 8th or 9th player. If a team has only 7-players at any point during a game, it is encouraged that the opposing team provide two fielders for the team to play in the field when they are on defense. If a team only has 6-players there shall be a 15-minute grace period to allow the team to find a 7th player. If they only have 6-players, it will be a forfeit and the teams will play a practice game/scrimmage.
6. If a team has insufficient players, they can use a 'call-up' to play. All call-ups must be registered players at that community, playing at the younger age group. (7/8 year olds). Call-ups are not allowed to pitch and they must be placed at the bottom of the batting order.

7. All rostered players that are present will be placed in the initial batting order and will bat in a continuous rotation during the game. Any players that come late to the game will be added to the end of the lineup.
8. Bunting is permitted. The batter cannot fake a bunt and then swing.
9. No dropped third strike rule.
10. There is no infield fly rule.
11. Stealing of 3rd base **ONLY** is permitted. Runners may not steal 2nd base or home. Runners cannot leave a base before a legally pitched ball has crossed over home plate. There is a wall at third base on overthrows during a steal attempt. If a runner leaves the base too soon, a warning for the entire team will be given. If a second runner leaves the base early, they will be called out.
12. There are no 'delayed steals'. As soon as the catcher attempts to throw the ball back to the pitcher, a player can no longer attempt to steal a base. If the catcher overthrows the pitcher, the runner is still not allowed to steal a base.\
13. If a ball is thrown out of play, runners will advance one base.
14. There are no Big Barrel Bats allowed. Bats with barrels up to 2 ¼ inches are allowed. There are no restrictions for a weight 'drop' in a bat. Batters can use bats of any common material (Composite, Aluminum, Wood, etc...)
15. **SLAUGHTER RULE:** Any team that has a twelve (12) run lead after five (5) complete innings shall be declared the winner. If the home team is ahead by twelve (12) runs after 4 ½ innings, the game will be declared over.

PITCHING RULES

16. Strike Zone- The strike zone shall be from the chin to the knee. There are no arguing balls and strikes with the umpire and Managers and Coaches should respect all judgment calls that are made on the field.
17. Pitchers can pitch a total of two (2) innings per game and they must be consecutive. A pitcher can pitch six (6) innings per calendar week. A calendar week is Sunday through Saturday. There are **NO EXCEPTIONS** to this rule, including all playoff and championship games. One (1) pitch is considered one (1) inning.
18. Coaches **should try** to have a 3rd grader pitch at least one (1) complete inning (3 outs) prior to the 5th inning.
19. A pitcher that hits three (3) batters in a game shall be removed as a pitcher for the remainder of that game.

PLAYING FIELD AND GROUND RULES

20. 60 ft. bases; 44 ft. pitching mound distance.

SAFETY

21. Only two (2) kids should have a bat in their hands, the one batting and the one on deck. Managers and Coaches must keep order in the dugout and keep control over the players/kids during games. If a batting aide is at a game you must have a coach or parent watch it at all times, even when no one is using it. They pose a great safety issue and we do not want kids playing with it unsupervised.
22. If lightning occurs, everyone must clear the field and seek shelter in a building or their cars. The game will be stopped for 20 minutes after the last lightning strike. If the game restarts and more lightning occurs, the game will be called and a make-up game will be scheduled if the game is not official yet. If a park district has a Thor guard, or if a park district has a more strict policy, than those rules will overwrite these local rules.

ADMINISTRATIVE

23. All rained out games must be rescheduled within 72-hours of the original game date. Coaches must agree on a date and then notify their league director to schedule the field with the Park District.
24. All game reports should be sent to the league commissioner so they can be filed on the league website. A complete game report includes the game date, the two teams, and the final score.
25. Teams will be awarded 3-points for a victory, 2-points for a tie, and 1-point for a loss. The number of points will determine a teams ranking in the standings and placement in the end of season league tournament. All teams are scheduled for 14-games. Other than extenuating circumstances, a team must play at least 12 of their games in order to be eligible to participate in the league tournament.