



## Mustang – Fall 2010 Rules

### PLAYING FIELDS

- Pitching Distance: 44 feet
- Base path distance: 60 feet

### EQUIPMENT

- No metal cleats.
- Bat diameter is 2 3/4" maximum. Big barrel bats are OK.
- All male players must wear protective cups during practices and games.

### PLAYING RULES

- Bat entire lineup.
- Free defensive substitutions.
- All players required to play at least 3 defensive innings in a game lasting more than 5 innings (5 1/2 to 6)
- Players are required to play at least 2 defensive innings per game in a game lasting 5 innings or less. This is still a requirement during a 10 run rule game.
- **No player shall sit out for more than one inning until all other players have sat out for one inning.**
- 6 run rule: A half inning shall be declared over when:
  1. The defensive team has recorded three outs;
  2. The batting team was tied or ahead at the start of the half-inning and has scored six runs in that inning; or
  3. The batting team was not ahead at the start of the half-inning and is now 6 runs ahead of the other team.

Exception: If an over-the-fence home run is hit, all the runs shall count.
- Can play four outfielders.
- Runners may not lead off and steal.
- A courtesy runner is allowed for the pitcher and catcher at any time. The last batted out can be used as a courtesy runner. Same runner cannot run for both pitcher and catcher in the same inning.
- Runners may not advance home on a steal, passed ball, pick off attempt, or wild pitch. Ball must be batted in play or a bases loaded walk for the 3<sup>rd</sup> base runner to advance.
- Runners may advance up to one base and not past third base on passed ball or wild pitch. The ball must be a passed ball not a drop ball. The ball must go to the backstop.
- Overthrows: All runners can advance one base and one base only on an overthrow to any base including home plate. The overthrow is a wild throw that gets away from the base fielder, not a dropped throw. The runner(s) are not automatically given the one base advancement, they advance at their own risk and the defense has the opportunity to make a play and put out the runner(s). All runners can advance one but they must do so prior to or as a play is being made on a runner. Once a play has been made on any runner, no other runners can advance, the ball is dead. The overthrow is an umpire judgment call and cannot be argued.
- No dropped 3<sup>rd</sup> strike. Runner on third may not advance on a dropped 3<sup>rd</sup> strike.
- The ball is considered dead once the pitcher has the ball in the mound area.
- No on deck batter.

## PITCHING RULES

- No player shall pitch more than 2 innings per game.
- One pitch to a batter is considered an inning.
- Once pitcher is removed he cannot re-enter as a pitcher.
- Nine warm-up pitches for a new pitcher. Six warm-up pitches for same pitcher between innings. A 3-minute maximum time period is allowed.
- Coaches are allowed to warm up pitchers.
- Pitcher must be removed after 5 walks in one inning.
- Pitcher must be removed upon the 3<sup>rd</sup> visit by the manager or coach.

## LENGTH OF GAMES

- League game - 6 innings.
- No new inning after 1 hour 30 minutes.
- Once inning is started, it will be completed.
- Games can end in a tie. No extra innings.
- 10 run rule after 4 innings; 8 run rule after 5 innings.

## COACHES

- 2 coaches are allowed on the field as base coaches.
- 3 coaches maximum with one remaining in dugout.

## OFFICIAL SCOREBOOK

- The home team must keep the official scorebook for games.
- Home team is required to put the final score on the schedule that is on the wall inside Snack Bar.