



WAUCONDA BASEBALL SOFTBALL

BASEBALL – MUSTANG DIVISION RULES OF PLAY

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27APRIL2018

Please review the LYAA Baseball and Softball Parent and Player Handbook. The document is available on the website www.lyaa.org and will be provided to you by the Mustang Division Vice President. In particular, please review the Code of Conduct (CoC) policy detailed within this document. Adherence to all policies stated in this document is required with participating in any LYAA game, activity or program. Please contact the Mustang Division Vice President if you have any questions.

1.1 General Rules

- 1. WBS Code of Conduct (Parent Player Handbook) and Safety Policies must be followed.**
2. Absolutely no tobacco, alcohol, weapons, fighting, or profanity are allowed. Violations of these rules will result in immediate ejection from the field, and will be subject to additional suspensions from participation.
3. Each team's manager is responsible for the control of the team's players, parents, and fans. All umpires shall have the authority to require the complete cooperation of all people directly or indirectly involved with the preparation and conduct of the games and the authority to eject any participant from the event if deemed necessary.
4. Discipline will be maintained on the field, the bench areas, and the stands. Actions such as throwing equipment (bats, helmets, gloves, etc.), temper tantrums, or verbal abuse or taunting will not be tolerated. Players will be ejected from the game, managers and coaches from the field, and parents or fans from the park. Failure of a manager, coach, parent, or fan to promptly leave when directed to do so will result in forfeiture of the ballgame.
5. It is understood that lively, positive, sportsmanlike talk by players on the field and bench is permissible. Harassment or unsportsmanlike conduct is forbidden. The enforcement of this rule is the responsibility of the umpire, manager, and coaches.
6. Managers, coaches, players, or fans thrown out of a game **MUST** be reported to the league when the home team reports the score of the game. Anyone thrown out of the game is subject to suspension from games and/or participation.
7. Only a team manager may discuss a call with an umpire. Parents and fans are strictly prohibited from arguing with umpires. All judgment calls are final. No protests of calls are

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allowed.

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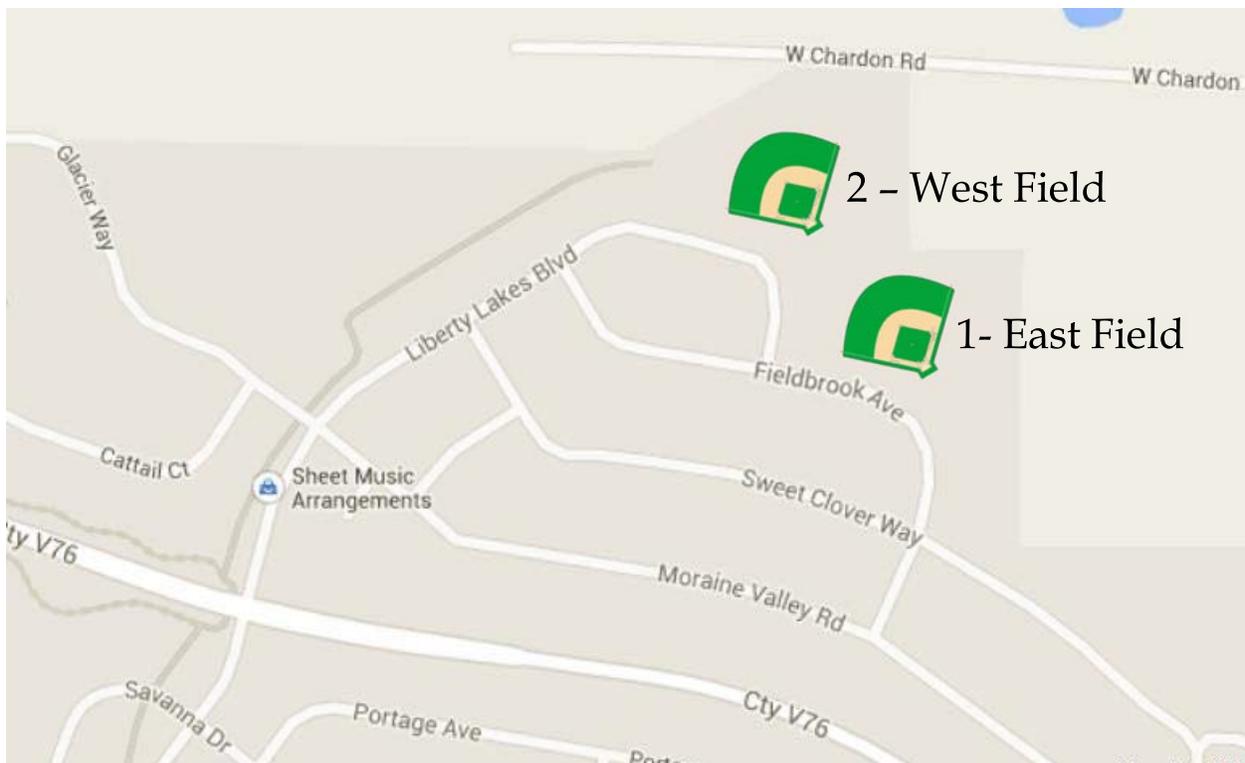
2.0 Ballparks

Fieldbrook Park

N. Liberty Lakes Blvd, Wauconda, Illinois 60084

Amenities: Playground, Soccer Field, Baseball Fields, Shed, Bathroom Facilities

1. Mustang division (in-house) practices and weekday games are played at Fieldbrook Park, Liberty Lakes Blvd, Wauconda, IL 60084. Fieldbrook Park is located within the Liberty Lakes subdivision and does not have a formal street address. The park is located on north Liberty Lakes Blvd from the intersection of Gilmer Rd.
2. Fieldbrook Park consists of two (2) ball fields identified as Fieldbrook East (1) and Fieldbrook West (2).



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3.1 Game preparation

1. Ten (10) Minutes prior to a scheduled game time, the head coaches must meet with the umpire to discuss the game rules and exchange line-up cards which will include player name and jersey number. At this time, the “Official Last Inning Announcement Time” will be set and agreed upon. (See rule 4.4 - Game Length Guidelines)
2. Designated home teams on the schedule are required to provide two (2) new baseballs per game.
3. The home team keeps the official score and must report the final score to the Division VP within 48 hours.
4. The home team will have the bench along the third base line.
5. The home team will have the primary responsibility for preparing the field for play (setting the bases and chalking the base lines). Both teams will help prepare the field prior to start of the game. Both teams are responsible for cleanliness of the field, dugouts, and bleachers after the game.
6. Teams may officially begin practice on the field 30 minutes prior to the scheduled start time of the game, provided field is available after the previous game. The home team will have left and left center field during the warm-up period, and the visiting team will have right and right center field during the warm up period. Pitchers for both teams should warm up in the bullpen areas near their respective dugouts. The home team will take the infield 5 minutes prior to the start of the game.
7. No live batting practice will be permitted during warm-ups with the exception of whiffle balls. Baseballs will never be hit directly into chain link fences.
8. If a player arrives late, he must be placed at the end of the batting order.
9. A team must have a minimum of 8 players to start a game. Exception: If necessary because a player becomes ill, injured or ejected once a game has started. A team shall be allowed to complete a game with 7 players. Teams MAY NOT borrow players once the game has started, even if a player leaves like stated above.

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During regular season games only, a team may borrow only enough players to make 9 players for that game with a maximum of 3 borrowed players. Borrowed players must bat at the end of the lineup, and must play outfield at all times. A borrowed player ***must*** be a 2nd year or higher LYAA Pinto player **AND** be on the eligible Pinto call-up list provided to the Mustang VP by the Pinto VP. The Mustang VP must be notified of any call ups and verify they are on the list. The defined Pinto player call-up process outlined must be followed. If the process is not followed, the team in violation will automatically forfeit the game and further action may be taken against the violating coach assuming willful violation.

During regular season games only, there will be no penalty or automatic out for a missing 9th batter, and the lineup resumes normally from the top of the order.

10. Failure to field the required 8 players within 15 minutes after the scheduled start time of the game will result in a forfeit by that team. If both teams cannot field 8 players, then the game will be rescheduled.

4.1 GAME LENGTH GUIDELINES AND SUSPENDED PLAY

1. Mustang League games are a maximum of 6 innings. Mustang games will have a time limit of 1:45 minutes. However, if a game is stopped due to darkness or bad weather, the game will be considered complete if 4 innings have been played (or 3 1/2 innings if the home team is at bat and winning when the game is called). Any games that have not completed the necessary number of innings will continue at a later date from the exact point where it was called. (Runners on base and outs will remain. The batting order and pitchers used/available will stay the same as well. Players who are not at the game's continuation will be removed from the lineup, and any players at the continuation who were not at the first game date will be added to the bottom of the batting order and substituted with a Pinto call-up if needed to field a 9-player lineup.)
2. There is a 5 run per inning maximum except for the last inning. If more than 5 runs crossed the plate during the continuation of the play, only 5 runs will be counted. This rule is in effect regardless of how many outs (less than 3) are actually made in the inning.

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*Exception: This rule is not effect in the last inning or extra innings, if applicable.
(See Rule 4 Below)*

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3. The **LAST INNING will be unlimited runs** to allow a team to come back from a deficit.
4. **Determining the LAST INNING of play (Unlimited Runs):** Prior to the game, the “Official Last Inning Announcement Time” will be set and agreed upon by the umpire and managers (30 minutes prior to sunset for evening games, or exactly 105 minutes after the start of the game, whichever is earlier). At this time, the umpire will call time out and announce to both managers what inning will be the last inning of play. This decision will be made solely at the umpire’s discretion and will be final. Play will resume with the last inning being unlimited runs.
5. **Tie Games:** if the last inning ends in a tie, then ONE extra unlimited run inning may be played to determine a winner as long as darkness is not a factor (umpire discretion). If the umpire determines it will be too dark to play an extra inning, or if the score is still tied after one extra inning, then the game will end in a tie.
6. **Between-Inning Warm-ups:** Pitchers’ warm-up throws are limited to a maximum of 8 in their first inning and 5 in each inning thereafter. Infield and outfield warm-ups are allowed provided they are taken only during the time the pitcher is warming up. If a team delays in returning the warm-up balls to their dugout, the umpire is authorized to prohibit warm-ups in the remaining innings of the game.
7. **Suspended Games:** All games started that are stopped for any reason by the umpire are considered to be suspended games unless the game has progressed to the point of being considered a complete game (i.e....3½ innings completed with the home team ahead, or 4 innings with the visiting team ahead)
8. Suspended games may be rescheduled by each manager and completed at a later date from the exact point of suspension if both teams agree to reschedule the game. Rescheduled games cannot be played sooner than 48 hours from time of suspension. The league VP must be notified of all cancels and reschedules.
9. **Inclement Weather:** If anyone sees lightning, they must alert coaches and the umpire. Adults must immediately clear the field and benches of all players until the lightning storm passes. In the event of a game being halted due to lightning or rain, a period of at least 20 minutes will be given to determine if conditions can be made safe to resume and complete the game. This decision is left to the umpire and the head coaches for each team after the 20 minutes have elapsed.

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10. If an inning is started it must be completed. Example: If the visiting team takes the lead in what would be considered a complete game but then is halted for any reason, rain, darkness, etc., the inning will be completed at a later date from the exact point of suspension. Under no circumstance will a tie game score revert back to the last completed inning to determine the final outcome.
11. **Courtesy Runners / Catcher and Pitcher Readiness:** To reduce the amount of time between innings, coaches of the batting team are responsible to make sure the catcher of the next inning is prepared with equipment. If the catcher of the next inning is on base with 2 outs, he MUST be promptly replaced with a courtesy base runner by the player who committed the last out. Courtesy runners may also replace the next inning's catcher prior to 2 outs. A bench coach will assist the catcher with catcher's equipment so he is ready to take the field when the inning is over. Courtesy runners may also replace the next inning's pitcher at any time in order to give the pitcher more time for warming up in the bullpen.

5.1 Game Conduct- PITCHING

1. Players may pitch a maximum of 2 innings per game, then that player must rest 20 hours before pitching again. The 20 hour rest rule is computed from the scheduled starting times of the games. (IE: if a game starts at 1:00pm, the starting pitcher cannot pitch again until 9:00am the following day).

Playoff and Tournament Only: Pitchers are limited to 2 innings/game, 3 per day and 6 innings for the tournament. It is a no log, honor system. Teams found in violation/abuse of pitching rules will automatically forfeit the game and risk automatic elimination

2. The maximum number of innings that may be pitched per week per player is eight. The new week begins on Sunday at 12:00 am.
3. An inning is defined as when a pitcher records one out or one batter reaches base.
4. League recognized first-year (3rd grade) Mustang pitcher must pitch one of the first 3 innings. Any replacement pitchers during the inning must also be 1st year Mustang players. If a team runs out of 1st year pitchers in the inning, then they automatically give up the maximum number of runs.

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Any team violating the pitching rule will forfeit the protested game. The violating manager will be suspended from his team's next game and cannot be at the field to communicate with the team.

5. A pitcher must be removed after hitting two (2) batters in game. If a ball bounces and hits a batter, it is by rule a hit batsman. The ball is ruled dead and the batter is awarded 1st base.
6. If any pitcher walks or hits a combined 5 players in an inning, he must be replaced with a new pitcher.
7. There will be no "quick pitch." The batter will be allowed to get set in the batter's box and the pitcher will come to a set position before he pitches the ball.
8. The manager may make one visit to the mound per pitcher per inning. On the second visit of the same inning, the pitcher must be removed.
9. Pitchers can use a windup or pitch from the stretch. No Balks.
10. No intentional walks. If, in the opinion of the umpire a pitcher is intentionally not throwing the ball in or near the strike zone, the umpire may, after warning the pitcher and the manager, advance each runner 1 base for each subsequent pitch that is not near the strike zone.

6.1 Game Conduct- BATTING

1. Every player shall bat. Each team will use a complete, continuous batting order. Any Pinto Call-ups or players arriving late shall be placed at the end of the order.
2. Bunting is allowed. Batters who show bunt must either bunt or take the pitch. Any batter who fakes a bunt and swings away will be automatically out.
3. Each player will be given one warning for bat throwing; (inadvertently having the bat slip out of their hand while swinging or throwing the bat after contact). The second offense is an out. Intentional throwing of a bat or a helmet is cause for the immediate ejection of the player from the game.

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4. All batters are expected to run the bases. A courtesy runner is mandatory for the catcher only after there are two outs.

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5. The dropped third strike rule is not applicable, and the batter should not try to reach first base.
6. The use of warm up hitting sticks is prohibited outside the field of play. Hitting sticks may be used between innings during the pitcher warm up period on the field of play. Under no circumstances will they be allowed once the inning has started. (IE: Behind the dugout warming up the next batter(s) in the order).
7. For bat regulations, please refer to section 9.0

7.1 Game Conduct- BASE RUNNING

1. There are no lead-offs. Base runners cannot leave their base until the ball is hit by the batter or has reached home plate.
2. Teams will receive one warning for a runner leaving the base early and the runner will be sent back to the base occupied prior to the pitch. A second team offense is an automatic out.
3. Stealing home is permitted.
4. When stealing 2nd base, the runner may advance to 3rd base on an overthrown ball from the catcher. However, the runner may not be able to advance to home on the same play.
5. Runners may advance home on an overthrow from the catcher to third base.
6. Runners must avoid contact at all times, unless sliding. A runner is out when he does not slide or attempt to avoid collision with a fielder who has the ball and is waiting to make the tag, or if he maliciously runs into a fielder. Malicious contact (umpire discretion) will result in an out and immediate ejection from the game.

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7. Head first slides are only allowed if going back to a base. If not going back to a base, the runner is out for sliding head first. Hurdling to avoid a tag is prohibited.
8. A pinch runner is allowed only in the case of injury to a player, and must be the last batted out. The pinch runner must be reported to umpire and opposing team manager. Exception: Courtesy Runners for pitchers and catchers.
9. The throw from the catcher to the pitcher between pitches is considered a courtesy throw. No delayed steals or delayed lead offs. No stealing bases during this courtesy throw. Please refer to rule 7.1/7.2.
10. All overthrows occurring by action from a batted ball that are within the fence are considered in-play and runners may advance. Runners may advance on overthrows until the ball is controlled on or near the mound by the pitcher. Once the pitcher controls the ball, all runners must immediately return to their base. No taunting or additional delayed lead offs are permitted. Please refer to 7.1/7.2.
11. During live play, overthrows that result in the ball going into the dugout/bench or out of play will result in all runners advancing to the next base. This advancement is subject to umpire discretion.
12. The infield fly rule applies. Note: The ball must be catchable by an infielder (Umpire discretion).

Learn it: An **Infield Fly** is a **fair** fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs. This is the basic rule that all coaches and players should learn and know. There are other caveats to this rule but highly unlikely to occur at this level. However you should research the complete rule.

8.1 Game Conduct- DEFENSE

1. Free substitutions/ position rotations are encouraged throughout the game.

2. Every player must play an infield position during one of the first 3 innings. No player will sit for a second time until all players have sat at least 1 inning. *Violation of this rule will result in suspension of the manager/head coach.*
3. Each player must play at least 1 inning of infield per game.
4. Each player must play defense a minimum of 3 innings per game (except for shortened games due to inclement weather). No player may sit out consecutive innings.
5. A maximum of 9 players are permitted on the field.
6. No short center field or extra infielders are permitted.
7. A defensive player shall not obstruct or interfere with a runner (i.e., fake tag) or stand on a base or baseline if the defensive player does not have the ball in his possession. If, in the judgment of the umpire, this has occurred, the base runner will be awarded the base deemed appropriate by the umpire.
8. Throwing the ball around the infield after putouts is not permitted.

IMPORTANT: We understand mistakes sometimes happen and rules are violated unintentionally. However, we cannot accept that as an excuse and all confirmed violations will result in above penalties. Any team violating a 2nd rule, whether it is the same rule twice or two separate violations will forfeit the game and the manager will be suspended for (3) games. A third violation by a team will result in the manager being dismissed from coaching the team.

Please remember that all LYAA Board members and coaches are volunteers. Our goal is simply to create a fun, safe, and fair playing experience for everyone.

9.1 UNIFORMS AND EQUIPMENT

1. All players must be in full uniform. This includes hat, shirt, baseball pants, and socks.
2. Hats shall face the correct way, bill forward at all times.

3. Shirts must be tucked in at all times.
4. No jewelry (watches, rings, bracelets, etc) is allowed.
5. All male players are required to wear a protective athletic supporter.
6. No metal spikes are allowed.
7. Pitchers are not allow to wear sunglasses while on the mound.
8. Bat Guidance:

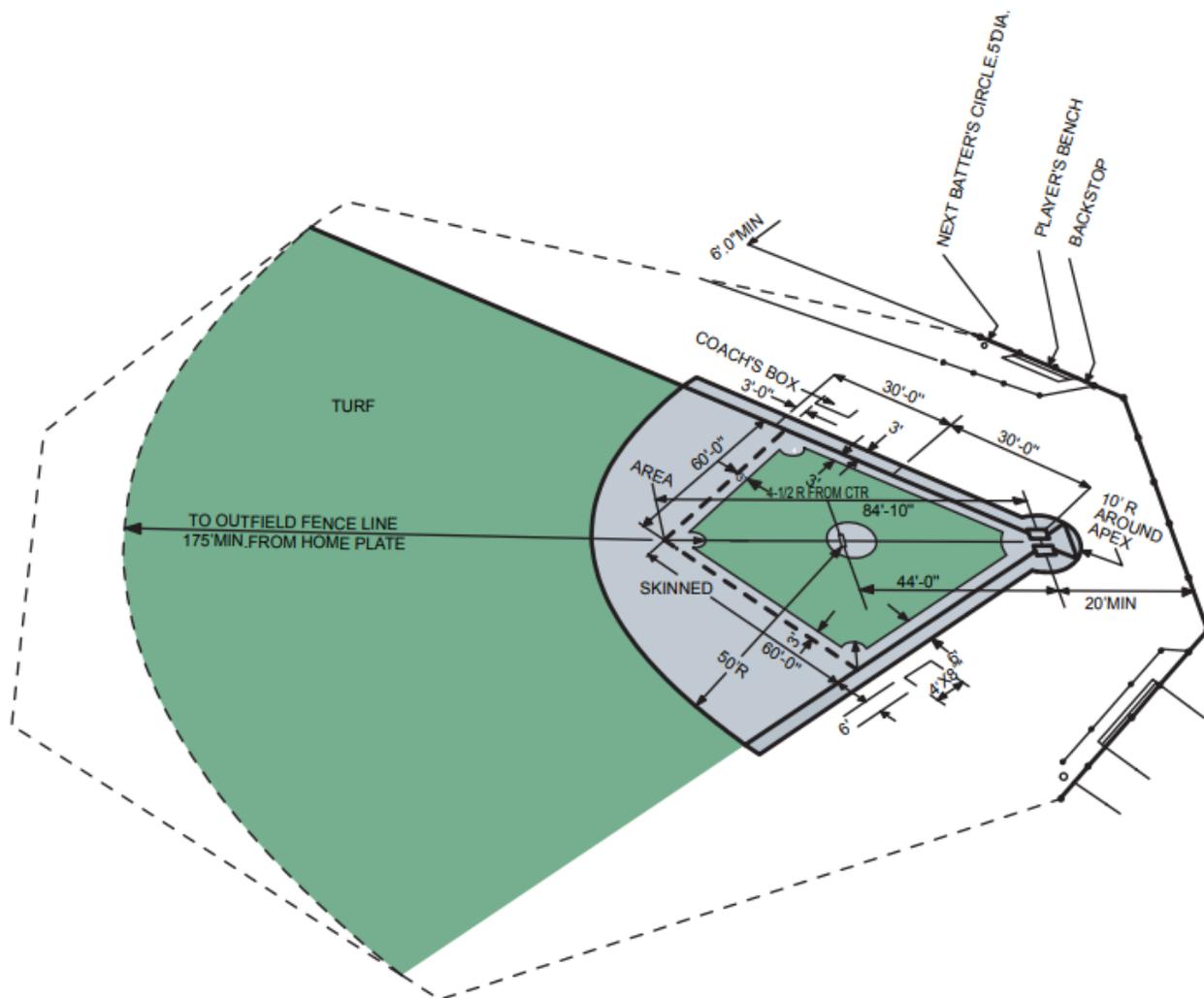
Pinto & Mustang Baseball Levels	
All bats must have one of the following stamps on the barrel of the bat:	
USA Bat stamp	
	Barrel size no larger than 2 5/8" No drop limit
USSSA Bat stamp	
	Barrel size no larger than 2 1/4" No drop limit
Wood bats meeting the barrel size restrictions <u>are allowed</u> , but not recommended for these levels.	

10.0 FIELD DIMENSIONS-

Please note that other community dimensions may vary slightly.

Mustang Level Baseball Field – Recommended

Mustang League Baseball Field Dimensions





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