

Mustang Division Rules

1. All official start times will be per the division schedule. Second games will officially start fifteen minutes after the first game is completed. However, not before 7:30 p.m. on weekdays unless both teams and the umpire(s) agree. The game will be started by the home-plate umpire. No inning shall start after 2:00 from the start of the game.
2. If the game fails to begin fifteen minutes after the start of the clock, the game will be forfeited by the defaulting team. The time limit begins with the official start of the game. The only allowed delay in the official starting time will be when the umpire(s) are late or if there is a rain delay. The home plate umpire will be responsible for keeping official times.
3. In order to keep the games moving, time between each half inning will be limited to 3 minutes.
4. For tournament play, each team must have nine players, otherwise the game will be forfeited by the defaulting team.
5. A team that starts with nine players and has a player get injured, may continue with just eight. A team that knows in advance that they will be short the required nine players, may recruit a player from within the Mustang division. This player must play in the outfield and be placed at the very end of the batting line-up. If a team is short players and has no replacements, they may borrow players from the opposing team for defense if desired. However, on offense, for any amount of players short of 9, an automatic out is recorded when that spot is due to hit.
6. All players must play a minimum of three innings, except in the case of injury, coming late to the game, or under some disciplinary action. There will be no re-entry restrictions, except in the case of the pitcher.
7. Rain delays will be thirty minutes. If the game cannot be resumed within thirty minutes, the game may be called by the home plate umpire. The game will be considered official if four innings have been completed or if the home team is leading after three and one half innings. The decision to call/suspend the game will rest with the umpires.
8. Rescheduling of games will be handled by the Mustang Commissioner.
9. Batting rotations will be continuous from the beginning of the game, including the entire team roster. If a player becomes sick, or injured his/her turn at bat may be skipped with no penalty. A player who arrives late will be inserted at the bottom of the line up.
10. All lead offs are to be limited to two steps.
11. Players may steal after the ball leaves the pitchers hand.
12. Straight stealing of home is not allowed.
13. Runners at 3rd base may only advance when:
 - a. The batter puts the ball in play.
 - b. The pitch is a wild pitch/passed ball.
 - c. A play is made on the runner at 3rd base.
14. The infield fly rule does apply.

15. The dropped third strike rule does not apply.
15. Pitching rules:
 - a. Mustang pitcher will not be allowed to pitch in more than three innings per game.
 - b. Mustang pitchers will not be allowed to pitch in more than eight innings per week.
The calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday
 - c. The forty (40) hour rest rule will be in effect when a pitcher has pitched in three innings in a game.
 - d. One pitched ball by a pitcher constitutes an inning pitched.
16. Two (2) warnings per pitcher will be given for balks. The umpire will be encouraged to call time out and instruct the pitcher that he/she is balking.
17. More than one trip to the pitching mound in an inning will require the removal of the pitcher. An exception will be made if there is an injury to the pitcher.
18. To help prevent injuries, the mandatory slide rule will apply at home plate only if:
 - a. a play is being made on the runner coming home or
 - b. on a passed ball or wild pitch (regardless if there is a play at home or not).A player cannot block home plate without possession of the ball. If the umpire determines he has done so, the runner will be allowed to score.
19. The maximum number of runs that may score in each half inning will be six (6) except for the sixth inning which will be unlimited.
20. There is a 10 run "slaughter rule". The game will be ended if a team is losing by 10 or more runs after their at bat in the 4th or 5th inning.
21. In the event of a tie score at the end of six innings, a maximum of two extra innings may be played. However, no inning may begin after 2:00 from the start of the game.
22. Catcher Speed-Up Rule: Running for the catcher is optional but encouraged. With two outs, the last batter making an out may run for the catcher. The replaced runner must catch the next inning.
23. Each team will clean up their dugout after each game.
24. At the conclusion of each game, teams are responsible to pack the pitchers mound and batters box if needed. If your game is the last game of the day on your field, the bases must be pulled and put away.
25. The winning team manager is responsible for submitting game results to:
 - the Whiteford website
 - the Crest Hill Website
26. Managers and coaches are expected to conduct themselves with respect toward their players, fellow coaches, umpires and fans. Repeated misconduct in this regard may result in dismissal from coaching duties by the Board of Directors/and or the League Commissioner.

Notes: Smoking, dogs and guns are strictly prohibited from the park.
Please encourage the kids to buy their post game treats from the concession stand instead of bringing treats from home to be passed out.