**2022 MUSTANG RULES**

* GENERAL
	+ Smoking is prohibited at all fields
	+ Negative comments and/or berating players, umpires, or coaches will not be tolerated
	+ Player chatter and/or cheering for one’s own team is allowed. Chatter or chants directed at opposing team is not allowed
	+ Both teams are responsible to clean up all garbage left at the field/dugouts after the game.
	+ After the last games of the day at Kolb both teams are responsible for putting tarps on the mound and plate area
	+ Field dimensions: 60ft bases, 44ft mound to home plate
		- Home manager will set up bases
		- Away manager will put bases away
	+ Game length is 6 innings
		- 1-hour 45min time limit at Kolb/SAC. Once a new inning is started you will be allowed to finish that inning drop dead time at 2 hours.
		- No time limit at Lawn Manor and Williams
		- All regular season games are considered complete after 4 innings or 3 1/2 if the home team is leading.
	+ Each team will supply 1 game ball for every game
	+ The home team will take the 3rd base dugout at all fields and the visiting team will take the first base dugout
	+ If a regular season game is tied after six innings, the game will count as a tie in the standings. Even if there is time left to play. There is no extra innings for regular season games.
	+ Playoff games will play until there is a winner
	+ The slaughter rule is 12 or more runs after 4 innings
	+ You only need 8 players to play an official game, if you have less than 8 players the game will count as a forfeit
		- Forfeited games will have a 6-0 final score
	+ Every team makes playoffs
	+ Tie breakers for playoff seeding
		- Tie between 2 teams
			* Head to head record
			* Total score of head to head games
			* Total runs scored in all games played
			* Coin flip
		- Tie between more than 2 teams
			* Total runs scored in all games played
			* Run differential
* DEFENSE
	+ 9 players max on field
	+ Every player will play 2 full innings at an infield position
		- Catcher and Pitcher does count as an infield position
	+ There will be equal playing time for all players
		- If you have 12 players at the game, you need to sit 3 players every inning. EVERY player will sit 1 inning and 6 players will sit 2 innings. Do not sit a player their 2nd inning before the 5th inning of the game. Rotate who sits 2 innings each game.
		- If you have 11 players at the game, you need to sit 2 players every inning. EVERY player will sit 1 inning and 1 player will sit 2 innings. Do not sit a player their 2nd inning before the 6th inning of the game, Rotate who sits 2 innings each game.
		- If you have 10 players, you need to sit 1 player every inning. No player will sit more than 1 inning. Rotate who sits each game
		- If a child is sick, hurt, or doesn’t want to play, do not force them to play. Notify parents as soon as possible as to why their son is not playing. If the parents are not at the game make sure you send them a message after the game explaining why their son did not play.
		- Any player may be suspended from play at the Manager’s discretion for unsportsman like conduct. This must be equal for all players. If this happens the parents and the league VPs must be notified as soon as possible.
	+ No infield fly rule
	+ No drop third strike
* PITCHING
	+ 2 consecutive innings per game
		- 1 pitch is considered an inning
		- Once pitcher is removed, he cannot pitch again that game
	+ Pitcher must be removed after the 3rd hit batter in the game.
	+ A pitching change must occur if Manager/Coach makes 2 trips to mound. Only exception is if player is injured.
	+ No intentional walks
* HITTING
	+ Continuous batting order including entire team
	+ Keep same batting order for entire game
	+ 10 batters max per inning. If team has fewer than 10 players, the batting order does turn over to the top.
		- There is no 10-batter max in the 6th inning. Team will continue to bat until there are 3 outs.
	+ Bunting is allowed
	+ Beside the batter, the only player allowed inside fence is the on-deck batter, who must wear a helmet and be at least a base length away from home plate.
	+ Bats may not be bigger than 2 5/8” barrel and must be stamped USA, USSSA, or 1.15bpf.
		- If player gets caught using a big barrel bat prior to putting the ball in play, the bat must be removed from the playing field. No penalty given and player continues his at bat
		- If player gets caught using big barrel after ball has been hit in play and before 1st pitch to next batter, then player will be called out and all runners must return to previous base
* BASERUNNING
	+ No leadoffs
	+ Stealing
		- Runners cannot leave the base until the pitched ball has passed home plate. If it is determined by the umpire that the runner left early and he was safe, the runner must return to the previous base.
		- No delayed steals
		- No stealing home on a ball thrown back to the pitcher.
	+ Sliding
		- No headfirst slides
		- No sliding into first base
		- If a runner makes contact with a fielder and did not slide the runner will be called out.
	+ Baserunners may advance on a hit ball until any player controls the ball on the mound area (approximately 6ft radius). If a runner is more than halfway to the next base when the ball is controlled on the mound, the runner gets to advance to that base. If the fielder decides to make a play and puts the ball back in play, then the play is live again and runners can continue to advance. Once any player has the ball in the mound area, and no play is made the runners may no longer advance. This goes for stealing as well. The umpire can send baserunners back to their previous base if he determines the runners were not at least halfway after the play was dead. The judgment of the umpire is final.
	+ A ball that goes under the fenced outfield is a ground rule double
	+ A ball that goes under the backstop fence will be considered a dead ball, and no more advancement will be allowed
	+ A ball that goes past the fence line will be considered out of play. Runners will be awarded 1 base from the base they last touched.
	+ Any ball that stays within the fence line will be considered a live ball
	+ Pinch runners
		- You are allowed to pinch run for the catcher after there is 1 out in the inning. This will help to speed the game up. The catcher will use this time to get gear on. The catcher must play the catcher position for the next inning.
			* The pinch runner must be the batter that made the last out that inning
* Safety
	+ Any player batting in a game or practice must wear a helmet
	+ All players must wear a protective cup. It is the players parents’ responsibility to ensure that their child complies
	+ On deck batter must wear helmet
	+ Face masks on batting helmets are optional, parents’ discretion
	+ All players not playing in field must sit on bench, unless practicing with a Coach
	+ All players not batting or on deck must sit on bench, unless practicing with a Coach
	+ Catchers must wear full catching gear during game.
		- Protective cup
		- Mask with helmet
		- Chest protector
		- Shin guards
	+ Catchers warming up a pitcher between innings must wear a protective cup and helmet with mask
	+ No metal spikes allowed
	+ Any baserunner that removes helmet when ball is in play will be called out
	+ Any batter that throws bat will receive 1 warning from umpire, then will be called out
	+ Play must stop upon evidence of lightning. For every lightning strike teams must wait 15 minutes without another strike until play can start
* UMPIRES
	+ Both managers will discuss rules with umpire before every game
	+ Umpires are in complete control of the game. They have the authority to eject without warning a player, manager/coach, parent/fan for use of profanity, destruction of property, or threat of verbal or physical abuse.
		- If a manager/coach is ejected from a game for any reason, they will serve a 1 game suspension for the next scheduled game.
	+ There will be no arguing calls with the umpire from players, managers/coaches, parents/fans at any time before, during, or after the game.
		- Only the manager can calmly discuss a questionable call due to rule clarification
		- There is no need to ever discuss a judgement call with the umpire.
			* Balls/strike
			* Out/safe
	+ All issues regarding umpires should be directed to the league VPs
	+ If an umpire fails to report to a game notify the league VP immediately
	+ There will be no protesting games
	+ THERE WILL BE ZERO TOLERANCE REGARDING UMPIRE ABUSE BY ANYONE! MANAGERS ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT.