

MUSTANG RULE BOOK

GAME RULES

- Home team will prepare the field for play. **NOTE - Both teams should participate during and after inclement weather.**
- The infield will be a 60-foot square.
- The rear point of home plate to the front of the pitching plate is 46ft.
- A new inning cannot be started after 8pm in April and May and 8:15pm in June.
- A new inning should not be started after 1 hour and 45 minutes have elapsed on Saturdays and during the week when a night game is scheduled after the game. **NOTE: this supersedes the rule above.**
- Re-scheduled rainouts take precedence over previously scheduled practices.
- Teams must have at least 8 players to begin the game. Less than that will be considered a forfeit, even if it happens during a game due to injury or illness.
- Players called up can not Pitch or Catch. If the 10th player, then that player may only play 2 innings in the field.
- Players may not be called up 2 levels of play.
- Doubleheaders are permitted but only once in a week.
- A regulation game is 6 innings or 4 innings if the home team is ahead by 15 or more runs or anytime after 4 innings if called by the umpire.
- Extra innings may be played but must be done within the game time limits stated above.
- A game called before it becomes a regulation game will be resumed from the exact point it was ended.
- The Umpire & Managers from each team shall together agree on which inning will be the last prior to starting the final inning.
- All protest in games between CDBL teams will be decided by the CDBL board of directors. Protest must be filed in writing with the league President or Secretary within 48 hours of the date of the protest. Judgment calls may not be protested.

BATTING

- A continuous batting order that will include all players on the team roster present for the game shall be used.
- If only 8 players are present at the beginning of a game, the 9th spot in the batting order will be an automatic out.
- Players called up must bat at the end of the order.
- 5 runs max. per inning for innings 1-5. There is no limit in the 6th inning or the last inning of a shortened game.
- If a Home Run is hit over the fence all runs will count.
- Bunts are permitted. A batter may not square around to bunt and then take a full swing. If this

happens the batter will be called out.

- No throwing of bats. Teams receive one team warning.
- On-deck batters must be behind the batter so they can read the numbers on the batters back. (i.e. if a left handed batter is at the plate the on-deck player will be in the on-deck area on the first base side. Only the batter and the on-deck batter are to be on the playing field. All others players are to stay in the dugout.
- No Big Barrel Bats are allowed.
- A pitch that bounces before crossing the plate is -
 - A ball if not swung at or does not hit the batter.
 - A live ball if swung at and hit.
 - A hit batsman if the ball hits the batter.

RUNNERS

- Base stealing is allowed on the 1st and 2nd pitches only.
- The runner may not leave the base until the pitch has crossed Home Plate.
- No runner may steal home at any time including an overthrow to third on an attempted pick off.
- A warning will be issued in MAY for violation of any of the base stealing rules. In JUNE, that player will be called out.
- A player may become a “Courtesy runner” for the catcher only when the catcher reaches base with 1 or more outs. The “Courtesy runner” is the last batter to make an out.
- The runner will be out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, however, failure to slide is not an automatic out - runner must slide to avoid contact. Final ruling will be at umpire’s discretion. There will be no team warning.
- No head first slides. Runner will automatically be called out. Generally a head first slide will occur when advancing from one base to another. Umpire will differentiate between a head first slide and a dive back. A dive back is not a head first slide.
- Base runners must stay in contact with the base until the ball crosses the plate.
- A base runner on 3rd base can only score on a batted ball, walk, or balk. Note - a runner may attempt to score on an overthrow to third base during an attempted play on a runner if it occurs during a play from a batted ball.
- If a fair ball goes through or by an infielder and touches a runner immediately in back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such a decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball. Runners should advance if forced.

PITCHING

- Any player on the roster may pitch, as long as that player is under the age of 11.
- No player called up or playing down may pitch.
- If a pitcher hits 2 batters in an inning or 3 batters in a game, he must be removed immediately and replaced by a new pitcher.
- Intentional Walk Rule: The pitcher must throw 4 pitches that are called balls for an intentional walk.
- The only balk that will be called and enforced will be the pitcher, while touching the plate, makes any motion naturally associated with the pitch and fails to make such delivery.
PENALTY: A warning will be given to the first pitcher to commit a balk. Each subsequent balk by any player on the same team will result in the pitch called a ball and any runners advancing one base.
- A player may pitch a maximum of 6 innings per week & 3 innings in one game. The week begins on Monday.
- One pitch in an inning constitutes as pitched one inning in any one game. (One inning pitched requires no rest.)
- If a pitcher pitches 2 innings in a game, that pitcher may not pitch the following day. (2 innings pitched requires 1 days rest)
- If a pitcher pitches 3 innings in a game, that pitcher may not pitch for the 3 following days. (3 innings pitched requires 3 days rest) If a player pitches 3 innings on Saturday, then that pitcher cannot pitch again until Wednesday.
- Innings pitched in games declared "No Contest", "Regulation Tie" or "Suspended Games" will count as innings pitched for that week. When the game resumes the pitchers that were pitching at the time of suspension may continue to pitch to the extent of their eligibility for that week.
- The pitching week starts Monday.
- No Limit on pitchers used during a game. After the 4th pitcher any additional pitchers are allowed 3 warm up pitches maximum from the mound if the pitcher is put in during the middle of an inning. When a pitcher is changed before the half of the inning starts the pitcher will be allowed 8 warm up pitches within 1 minute.
- A player once removed as pitcher may not return as pitcher in the same game.
- The withdrawal of an ineligible pitcher after that pitcher is announced, but before a pitch is thrown, shall not be considered a violation.
- Managers shall not win by forfeit to save pitchers innings.
- In case of a rainout, a pitcher's eligibility is for the current week not the week of the rainout. However, no pitcher that already was used in the rainout and removed may be used again in the make-up game.

FIELDING

- The catcher must use a regulation catcher's mitt.
- Only the 1st baseman may use a regulation 1st baseman's mitt.
- Each player must play at least two innings in the field.
- Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.
- A fielder may not throw their glove at the ball.
- A fielder may NOT call time out. They instead must ASK the Umpire for time out to be granted. The Umpire should not grant the request until all runners have stopped attempting to advance.
- An outfielder may raise both hands to notify the Umpire of a ball being out of play (under the outfield fence). The Umpire shall rule the play a ground rule double if fair.

SAFETY CODE FOR MUSTANG

- Responsibility for safety procedures should be that of an adult member of the local league.
- Arrangements should be made in advance of all games and practices for emergency medical services.
- First-Aid Kit should be available at the field.
- No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate.
- Play area should be inspected frequently for holes, damage, glass and other foreign objects.
- Bat racks should be positioned behind screens or in the Dugout.
- Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
- Responsibility for keeping bats and loose equipment off the field of play should be that of a Coach assigned for this purpose.
- Procedure should be established for retrieving foul balls batted out of the playing area.
- During practice sessions and games, all players should be alert and watching the batter on each pitch.
- During warm up drills, players should be spaced so that no one is endangered by errant balls.
- Equipment should be inspected regularly. Make sure it fits properly.
- Batters must wear protective NOCSAE helmets during practice, as well as during games.
- At no time should "horse play" be permitted on the playing field.
- Parents of players who wear glasses should be encouraged to provide "Safety Glasses."
- Players must not wear watches, rings, jewelry or other metallic items. **Note - Medical alert items are allowed.**
- Batting/catcher's helmets should not be painted unless approved by the manufacturer.
- Players who are ill or injured should remain under supervision until released to the parent or guardian.
- CDBL has decided that only Adult Coaches be used.