

# Lafayette Youth Baseball

## 2008 Mustang Rules



The Mustang Division is where Pony Baseball begins to play a more complete level of baseball. It is a competitive division, where umpires are used and scores and team standings are kept. Pitching is done by pitching machine for the first half of the season and by the players for the second half of the season.

All games will be played at [Armstrong Park](#) (weather permitting)

### **I. TEAMS**

Each team in the league will consist of no more than 13, nor less than 11 players. The names of these players will be registered with the league commissioner.

### **II. LEAGUE AGE**

The league is for nine and ten year old players. Any player who will be nine years old by April 30<sup>th</sup> and who does not turn eleven until after May 1<sup>st</sup> will be eligible to participate in the Mustang Program.

### **III. PLAYING FIELD**

- Distance between bases is sixty feet.
- The pitching machine will be placed at at forty-four feet, with the speed of the machine increasing during the season. The pitcher is to pitch within a one foot radius of the pitching machine.
- Pitchers will throw from 44 feet during the live arm season.
- There will be a pitching machine operator for all pitching machine games.

### **IV. GENERAL DRESS CODE**

- Every player will be expected to wear his\her full uniform, unless cleared by the commissioner. The full uniform includes the team hat, team shirt (tucked in at all times), pants, and socks.
- Only tennis shoes, rubber cleated shoes, or "turf shoes" will be allowed on the playing field.
- The catcher will be equipped properly and accordingly (PONY 7-F)

- All coaches will be expected to wear their team shirt and hat. The shirts will be tucked in at all times. Also, coaches will wear shoes, no sandals will be permitted. Baseball pants, slacks, respectable jeans or coaching shorts are permissible. Exceptions to the dress code will be non-staff fathers who are helping for the game.

## **V. CONDUCT**

Generally, it is the duty of the league commissioner to insure proper conduct by all league personnel. Players, coaches, and parents will treat the umpires with the highest respect and kindness. When there is a disagreement with a play or a call, they should inquire in a calm, courteous manner, rather than shouting and berating an umpire. Coaches are expected to control their players, and it is recommended that if your fans are becoming obnoxious, ask them to quiet down. If the fans persist, they will be asked to leave.

## **VI. FIELD REGULATIONS**

Except for players warming up in the bull pen or on deck, all players must remain inside the dugout. This means inside, not on the ledge, against the fence, or in the warm up area! All equipment will be kept behind the protective fence and in an orderly fashion, so that it will not be stepped on.

Any player caught throwing, kicking, or destructing any equipment (including his own) will be removed from the game without a warning. A second offense will result in removal from that game plus a one game suspension.

Players are asked not to be allowed to leave the field area, except for trips to the drinking fountain.

Only coaches and players will be allowed in the dugout. NO BATBOYS ALLOWED.

The home team will take the third base dugout and take infield first, if time permits for infield.

## **VII. MAKE UP GAMES**

Both coaches will meet with the commissioner. The commissioner will meet with the director of baseball to make a final decision.

## **VII. COACHES RESPONSIBILITY**

- Players are not to be punished for any other organized commitment.
- Watch the language carefully
- Sign up for practice time on the field.
- Take excellent care of the equipment. Keep everything in the dugout except bats.
- Be good role models.
- Support the program.
- Do not be negative, always be positive.

## **IX. PLAYING RULES (Pitching Machine and Live Arm Rules)**

- Each team must have at least 8 players present to start a game. If you only have 9 then the 10<sup>th</sup> batter is NOT an automatic out. The 9<sup>th</sup> player would be out if only 8 are present.
- Each team will bat a continuous batting order with its entire roster. Each inning will consist of three outs or a **maximum of 6 runs per inning. The only exception is the last inning. You may bat a maximum of 13 batters or the higher amount of the two teams' rosters. If each team only has 12 players then you may only bat 12.**
- Each player on the team will play at least **THREE** innings in the field.
- No Lead offs. The player may not leave the base until the hitter makes contact.
- Runners may steal second or third base, but may not leave the base until:
  - The ball has gone behind the catcher's heels
  - The returned ball to the pitcher has been dropped or missed.
  - You may not steal on over throws from the catcher to the pitcher.
- There will be free defensive substitution. The batting order will stay the same and players may rotate in and out of the game.
- The dropped third strike is an automatic out.
- A baserunner is allowed one base on a ball leaving the playing field. If the play is live and the ball has left the playing field.
- The players will play defense (4 in the outfield)
- Sliding is acceptable and is encouraged on all close plays. A player may be called out at home if he does not slide and there is contact at the plate. This is a judgement call by the umpire.
- Bunting is not acceptable in the pitching machine portion of the league. You may bunt once the live arm season begins.
- There will not be an infield fly rule in either portion of the league. You will begin playing this rule in the bronco league.
- Throwing of the equipment will not be tolerated and could result in a suspension.
- There will not be any walks or hit batsmen in the pitching machine portion of the season. The operator will call strikes if necessary during league play.
- A ball hitting the pitching machine is a live play. The machine is considered an extension of the rubber and any ball hitting it will be live. If the ball goes foul without being touched by a defensive player then it is a foul ball.
- No metal cleats in the league.
- Throwing the bat where there is a chance for injury will result in a no pitch and the batter being called out. Each team will be awarded one warning.
- Games will be six innings in length. There will be extra innings in case of a tie.
- Outfielders may not call time. The ball must be thrown to an infielder.

## X. **LENGTH OF GAME**

- Regulation games will be six innings or a 70-minute time limit for pitching machine games and six innings or 1 hour and 45 minute time limit for live arm games. The scorekeeper and home plate umpire will monitor all time limits. An inning will not start after the time has expired.
- An official game is four innings.
- A 10 run rule will be in effect after four innings for the visiting team and three and a half innings for the home team.

## **XI. LIVE ARM RULES**

- No drop third strike rule. A called or swung strike 3 is an out.
- Runner may steal any base (including home) once the ball has crossed home plate (umpire discretion).
- No intentional walks
- The last batter of the continuous batter order may not be walked. The pitcher will continue to throw until the batter is called out on strikes or until the ball is put into play.
- A pitcher shall be allowed 3 consecutive innings per game. You may not leave the mound and then re-enter and pitch again in the same game. One pitch in an inning is considered one full inning.
- No balks will be called.
- Batters will be allowed to walk after 4 balls
- A 1 hour and 45 minute time limit will be used. A new inning will not start after this time. The commissioner and umpire will monitor time.
- Ten players will play the field at one time. The 4<sup>th</sup> outfielder must start in the outfield grass before the pitch is thrown.

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<b>Mustang Commissioner</b>	<b>Nick Ott</b>	<b>337-1987</b>