

Lafayette Youth Baseball

2011 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 11 to 13 players.

II. LEAGUE AGE

The league is for nine and ten year old players. Any player who will be nine years old by April 30th and who does not turn eleven until after May 1st 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 play within a one foot radius of the pitching machine.
- Pitchers will throw from 44 feet during the live arm season.

IV. GENERAL DRESS CODE

- Every player will be expected to wear his\her full uniform for all games.

V. CONDUCT

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.

- **All coaches, players, and fans that are ejected from a ball game will have to serve a one game suspension.**

VI. FIELD

- Games will be played on field 1 and field 3 at Armstrong

VII. MAKE UP GAMES

- The commissioner and league director will reschedule make up games

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 – Be positive with the players.

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 10th batter is NOT an automatic out. The 9th 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 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 leadoffs. The player may not leave the base until the hitter makes contact.
- Runners may steal second or third base but not home, but may not leave the base until:
 - The ball has gone behind the catcher's heels
 - 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.
- The operator will call strikes if necessary during league play.
- If a live ball hits the pitching machine and goes foul each runner and batter will be awarded one base. If the batted ball stays fair then it will be played as a live play.
- 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.

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. **The start time of the game will be announced at the start of each game.** 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.
- A 8 run rule will be in effect after five innings for the visiting team and four 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). If a runner leaves early while attempting to steal a base, he will be sent back automatically and be warned (one warning per player throughout the entire game) and the second time will be called out. This is strictly an 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 4th outfielder must start in the outfield grass before the pitch is thrown.

Director of Baseball	Adam Franklin	491-5957
Mustang Commissioner	Vince Smith	404-5316
	Darin Porter	418-7853