

Mustang League Rules – Girls

All games will be played under ASA Girls Fast Pitch rules with these exceptions:

Game Duration:

LEAGUE	INNINGS	TIME LIMIT	10 RUN RULE
Mustang	5	1 hour 15 minutes	After 4 innings

No inning is to start after the TIME LIMIT. Umpire's time is the official time.

The following guideline will be used by umpires and coaches in handling lightning situations. From the time thunder or lightning flash is observed, play should be suspended for a minimum of 30 minutes from the last sound of thunder or observed lightning flash.

Base / Pitching Distances and Ball Size:

LEAGUE	BASES	PITCHING DISTANCE	BALL SIZE
Mustang	60 feet	32 feet	11"

Game Rules:

- Game duration will be as listed above, unless called by the umpire. In the event of incomplete games due to weather, or other uncontrollable circumstances, the following rules will apply:
 - Less than two (2) innings played, restart game.
 - Less than three (3) complete innings played, game is suspended to be completed at a later date.
 - Coaches must notify the Scheduling Chairman within 48 hours or game will not be rescheduled.
- One (1) inning constitutes seven (7) runs or three (3) outs, whichever comes first.
- Twelve (12) runs will be allowed in the last official inning. The umpire will declare the last official inning as required when the maximum number of innings cannot be completed due to time limitations.
- A sixteen (16) foot pitching circle will be used.
- Pitchers that pitch on any travel team are allowed a maximum of two (2) innings per game. One (1) pitch to any batter in an inning constitutes an inning.
- A pitcher who is removed from the mound may return to the mound in the same game. Such pitchers may not be returned to the mound in the same inning in which they were withdrawn from the mound, and must otherwise be eligible to pitch.
- Five (5) warm-up pitches or one minute will be allowed between innings.

- No walks allowed. If the pitcher throws four balls in a single at bat the batting teams coach will pitch to that batter. The batters count does not reset. If they have 2 strikes from the pitcher those remain. If the batter swings and misses they are out. The coach cannot walk a batter either. The batter can strike out batting off the coach. The pitcher will stay on the field and pitch again to the next batter. (Encourage the girls to swing at the pitcher. We do not want them to take pitches so they get to bat off the coach.) There is no walk limit that a pitcher may walk per inning or game.
- Batter may not run on dropped 3rd strike.
- Pitchers must be removed from the mound after hitting two (2) batters in one (1) inning, or a total of four (4) batters per game.
- Batter must make an attempt to avoid being hit by a pitched ball. If no attempt is made, the pitch is considered to be a dead ball and counts as a ball in the count. No hit batter will be charged to the pitcher. Base runners may not advance on the play. Clarification: If the ball hits the ground first and hits the batter, the batter is awarded 1st base and is scored a HIT BY PITCH.
- It takes seven (7) players to field a team.
- Will use nine (9) defensive players. Defense will consist of standard infield (P, C, 1B, 2B, 3B & SS) and 3 outfielders.
- All base runners must slide at 2nd, 3rd, and home plate any time there is a play being attempted. If runner doesn't slide she is out. It is the umpire's discretion on whether a play is being made.
- Except for the pitcher, there will be free substitution during the entire game for the defensive team.
- Each player must play at least two (2) defensive innings.
- The batting roster will be made up of the entire team.
- Any time a batter is hit by a pitch they will take their base regardless of number of walks.
- Base runners may advance with the liability to be put out when the ball leaves the pitchers hand on a pitch.
- Overthrows out of the field of play – runner is allowed one (1) base.
- No infield fly rule is allowed.
- On walks, the base runner must hold 1st base until the 1st pitch is made to the next batter.
- Base runners may not score from 3rd on a passed ball or wild pitch. Runner on 3rd base may score only when: Ball is hit by the batter, runner is forced in by a walk, or a hit batter.
- Runner may NOT advance on an overthrow by the catcher to any base or the back to the pitcher.