

# HILLSBORO, LITCHFIELD, NOKOMIS, AND VANDALIA

## 2010 Mustang Rules

- Pitching Rules:** A pitcher hitting 2 batters in one inning must be removed from game as pitcher. Pitchers may only pitch 3 innings per game. 7 innings maximum per calendar week. **(No Exceptions)** Failure to follow pitching rules can result in coaches being disqualified from the league.
- Defensive Play:** 10 players play the field. Only 1 player per infield position.
- Game Length:** An inning may not start after 7:45 p.m. for the first game and 9:45 p.m. for the last game. There will be a 1 hour 45 minute time limit for each game with starting times noted by the umpires and directed to both coaches before start of game.
- Game Limitations:** There are 6 innings per game with a 10 run rule in effect after the 5<sup>th</sup> inning. A game is considered complete after 4-1/2 innings.
- Side Retired:** An inning shall be considered complete after 3 outs or five runs scored. The "on deck hitter" in either case will lead off the next inning.
- Team Composition:** A player may be called up from lower league to bring team up to 10 players. Any player called up is secondary. Only 8 year old Pinto players will be allowed to be brought up. If a Mustang player shows up for the game, that player must be inserted into the game. The called up player may play 1 inning for coming to game. Pinto players utilized shall bat at the bottom of the batting order and can only play the outfield position.
- Bats:** No wooden bats.
- Stealing:** Before the start of the game each coach shall decide which rule they will play by. If both cannot agree the umpires will play the game with no stealing as in Rule 8B.
  - 8A.** Runners at first and second may lead off and steal bases, but runners at third base shall remain in contact with the base until the pitched ball has been hit or has passed the batter. If the runner at third base leaves the base before this has happened the runner at third shall be declared out and the pitched ball shall be declared a dead ball as if the pitch had never happened.
  - 8B.** Runners may steal bases, but shall not leave the base occupied at the time of the pitch until the pitched ball has reached or passes the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball. Umpires will give each team (1)one warning before calling a runner out.
- Stealing Home:** only if played on. **(Example-** With player at first and third and the runner on first steals second, the runner on third may steal home if runner stealing 2nd base is played on. Or, runner on third and overthrow occurs with runners on base). Runners may not steal home on passed balls or overthrow to pitcher.
- Players:** Every player must play at least 2 innings in the field and must bat at least once. If a player does not start one game, they must start the following game. Scorebooks will be checked if complaints are received. Failure to comply will result in forfeit.
- Coaching Pitchers:** 1 trip to pitcher's mound per inning. Second trip in one inning and pitcher must be removed from pitching.
- Dropped Third Strike:** The dropped third strike rule will not be in effect.
- GOLDEN RULE:** Remember- These are kids who may have a great future ahead of them if they are not worn out too early.