

San Marcos Youth Baseball

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FALL GUIDELINES – MUSTANG DIVISION

The following guidelines are for use during Mustang League play and, when applicable are a supplement to the Official Baseball Rules, PONY Baseball Rules and SMYB By-laws utilized in the league. All play shall be governed by the most recent versions of the PONY Baseball rules, the SMYB By-laws and the SMYB Division Guidelines. Games will be played at Mission Sports Park.

1. Umpires: Managers and coaches should be aware of the following:
 - a. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions. (Official Baseball Rule 9.02(a).)
 - b. Each umpire has the authority to rule on any point not specifically covered in the rules. (Official Baseball Rule 9.01(c).)
 - c. Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to a decision or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. (Official Baseball Rule 9.01 (d).)
2. A "Slide or avoid" rule shall be enforced. The rule is:

In all instances where it is apparent a defensive player protecting a base is in possession of a live ball and attempting to tag (or force out) an advancing runner out at that base, the runner shall slide if he chooses to continue his advance. Base runners shall not intentionally attempt to dislodge a live ball from the possession of a defensive player attempting to make an out on the player advancing to that base by use of physical force while not in the process of sliding. Base runners shall not run into, strike, attempt to knock them down. If the base runner chooses not to slide he must avoid contact with the defensive player in possession of the ball, or if allowed, return to the previous base.

PENALTY: In the event a base runner fails to "Slide or avoid" in a situation described, he shall be declared out.

3. Catchers, or another defensive player covering home base, may not intentionally block the base or base path unless they are in possession of a live ball, or in the process of receiving a live ball being thrown to them in order to immediately attempt to tag out an advancing runner.

PENALTY: In the event a defensive player commits the described action, he shall be declared to have committed interference and the advancing runner allowed to score.

4. The following base lead-off and stealing rules shall be established:
 - a. Teams shall lead-off and steal bases pursuant to official Baseball Rules.
 - b. There will be no "dropped third strike rule" in effect and no stealing of home will be allowed, unless the runner advances to home from third as a result of a defensive play or error in the infield. Runners may not advance to home and score on **balls thrown back to the pitcher from the catcher**. The general intent of this rule is to prevent excessive run scoring as the result of wild pitches and pass balls.
 - c. There will be a 5-run limit per inning except as in "d" below.
 - d. The last inning is an "Open Inning" which requires the defensive team to record 3 outs to retire the offensive team, regardless of the number of runs scored. In the event the time limit is approaching, the umpire may designate the beginning of an inning other than the 6th inning as the "Open Inning."
5. Game Guidelines:
 - a. A team must have at least 8 players, in proper uniform, to start a game.
 - b. Game time will be 1 hour and 50 Minutes or 6 innings, whichever occurs first. A new inning begins at the time the 3rd out of the previous inning is made. There is no "grace" period while the teams take the field or a pitcher warms up. If, for example, the 3rd out of the bottom of an inning is made at 2:03 p.m., the top of the following inning begins at the same time.
 - c. If a game is tied at the end of the sixth inning and the time limit specified in paragraph "b" has not been reached, an additional inning(s) may be played; however, no new inning may start after the time limit has expired. Games that are tied at the completion of the time limit will be recorded as tie games.
 - e. All players present for a game shall play unless unable to play due to illness, injury, or suspension pursuant to the SMYB By-laws. Games will include free defensive substitution and full-roster batting in an established batting order. Managers shall provide the opposing manager with a line-up card listing the players present and their batting order prior to the beginning of each game. No player may sit-out more than one consecutive defensive inning, unless injured or ill. No player shall sit out a second

inning during a game until every other player has sat out at least one inning. Each player must also play a minimum of 3 defensive innings. In the event a player is unable to play due to injury or illness, it shall be documented in the Official Scoring Book.

- f. Metal cleats are prohibited.

MUSTANG PITCHING RULES (for League Play)

MUSTANG pitchers shall not be allowed to pitch in more than two innings in one calendar day. Pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch in more than two innings.

As soon as a pitcher delivers one pitch to a batter, that pitcher shall be considered as having pitched one inning.

Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position shall be permitted to pitch again in the same game.

If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least ten warm-up pitches.

Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties outlined in the section on Penalties.

FIELD DISTANCES MUSTANG: Bases: 60 feet / Pitching Distance: 44 feet