



# NABA MUSTANG RULES

## Equipment

- A. The ball shall weigh not less than five nor more than five and one-quarter ounces (142-149, and measure not less than nine or more than nine and one-quarter inches (22.9-23.5 cm) in circumference.
- B. Baseballs provided by the N.A.B.A. are required for Division play. The umpire shall receive one new ball from each team prior to the start of each game. Each team shall have another ball available in case a ball becomes unfit for play or is lost.
- C. Wooden, metal, graphite or ceramic bats, manufactured specifically for youth baseball play, which are round and not more than 2 ¼ inches in diameter at the thickest part (i.e., no big barrels), nor more than 32 inches in length, are acceptable. If a player uses a bat which does not comply with the restrictions they will be declared out regardless of the result of the bat. A dead ball will be declared and all runners will be reset to the base they occupied previous to the at bat. A second violation of this rule by the same player during a game will result in the ejection of the player from the game. A second violation by any player on the same team will result in the ejection of the manager from the game. All violations of this rule are required to be reported to the league rep.
- D. Metal cleat shoes are not permitted. Rubber or plastic cleated shoes are permitted. Alteration of cleats, such as sharpening, which might make them dangerous to participants, is specifically prohibited.
- E. The batter, players in the on-deck batting area and base runners shall be required to wear protective headgear which gives protection to the top of the head, temples, ears and base of the skull. These items shall be NOCSAE approved.
  - 1) Use of facemasks and properly fastened chinstraps on protective headgear is allowed.
  - 2) No decal other than the player's name, number, team name or logo shall be added to the protective headgear.
  - 3) Any headgear in violation of this rule shall be removed from play.
- F. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear which gives protection to the top of the head and ears when catching behind the plate. Any player serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen or elsewhere. Catchers are required to wear a cup.
- G. Uniforms required in Division play include league issued shirt and cap. The wearing of shorts (defined as trousers that do not cover the knees of the wearer) by the players is prohibited.
- H. No jewelry shall be worn by any player, except for medical identification.

## Playing Rules

- A. The official playing rules, with the exceptions and variations contained herein, shall be "Official Baseball Rules," National Federation of State High School Associations Baseball Rules Interpretations" edition.



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- B. No more than six players shall "huddle" on the playing field at any time during the game. Umpires shall discourage such gatherings when they tend to delay the game.
- C. A safety base (double base) will be used at first base. A runner may use either white or colored side of the base for initial contact, but once the batter/runner has established 1<sup>st</sup> base, they must use the white side only. Defensive outs can only be made on the white side. The orange side is out of play for any fielder.
- D. All players present will bat in a continuous batting order.
  - (1) Players arriving after the start of the game shall be immediately added to the bottom of the batting order.
  - (2) Any player removed from the line-up due to injury or illness may re-enter the game any time and shall return to their original place in the batting order.
- E. In any instance in which a team needs a substitute for a base runner who becomes ill, is injured, or ejected from the game by the umpire, the last batter making an out, who is otherwise eligible to play, shall be used as a substitute.
- F. Runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> base only. When a runner possesses 3<sup>rd</sup> base immediately before the next pitch, the runner may only advance home on a ball put into play by the batter, on a bases-loaded walk, or on a hit-by-pitch when the bases are loaded. That runner may not steal or advance home from 3<sup>rd</sup> base on a passed ball, wild pitch, or any play not initiated from a batted ball (i.e. catcher overthrow pitcher on throwback, pick-off attempts to any base, catcher throws to 2<sup>nd</sup> on a steal attempt etc.). When stealing, runners may not leave the base until the pitch has reached or passed the catcher. Runners may advance only one base on a steal/passed ball/wild pitch unless played upon. If the runner leaves the base early the team will be given a warning and the pitch will be a dead ball. The second time any runner leaves early they will be called out.

If a player attempts to steal home, a dead ball will be called and all players will be sent back to original starting point (first offense). If any subsequent player, on the same team, attempts this, a dead ball will be called, they will be called out, and all runners will be sent back to their original starting points (except runner at third).
- G. Ten players shall be used defensively if available. A standard infield must be used with four outfielders. No outfielder will be positioned closer than 20 feet behind the baseline when the pitch is made. No "short-center" outfield position is allowed.
- H. Each roster player present for a game shall be used defensively for a minimum of 8 innings in a one week period and no less than 4 innings per game, unless disciplinary or medical actions take precedence.
- I. Each roster player present for a game must play two defensive innings per game (as defined in Playing Rule L below) in the infield. No player may sit a second inning on the bench until all present players have sat one inning.
- J. Mustang division will utilize the infield fly rule.
- K. Teams will forfeit if they have fewer than eight players available at any point during a game.



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- L. A half-inning will end and the two teams will change positions when:
  - 1) Three outs are made, OR
  - 2) When a team comes to bat and is behind, scores enough runs to be seven (7) runs ahead of the other team, OR
  - 3) When a team comes to bat and is leading or tied scores seven (7) additional runs.
- M. No dropped third strike rule.
- N. Only **one** on-deck batter is allowed at any time and must be positioned to the back of the current batter.
- O. The higher seeded team will be used to determine the home team for all playoff games. Mustang division will seed playoff teams at the end of the regular season.
- P. For sliding rules please see IHSA RULES.
- Q. Speed up rule: courtesy runner for catcher optional with two outs. Must be catcher of the next inning. If it is the 1<sup>st</sup> inning then the last batter will run for the catcher.

## Pitching Rules

- A. Any team member may pitch, subject to the restrictions of the pitching rules. League age 9 players are required to pitch 1 complete inning during the first three (3) innings of a game. (Three outs in the same inning constitute an inning pitched (or if a 9 year old pitcher(s) pitches a completed inning due to the 7 run rule.). This rule is waived for both teams if either team has only two or fewer League Age 9 players present. A team discovered in violation of this rule must immediately replace the ineligible pitcher and the game continues on with no penalties. All such violations must be reported to the Mustang Representative. Repeated offense will lead to disciplinary action taken against the team manager.
- B. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning as applies to innings pitched for the week.
- C. Pitchers shall not pitch more than 2 innings per game. Pitchers shall be allowed to pitch in no more than 5 innings in any calendar week with two games, nor more than 7 innings in any calendar week with more than two games. A calendar week is from 12:01 a.m. Monday to 12 midnight the following Sunday. A new week shall start on the first day of playoffs after rounds with "byes" are completed.
- D. Pitchers shall not pitch more than 4 innings on the same calendar day.
- E. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are re-scheduled games or the playoff of postponed, suspended, or tie games. A pitcher is not charged with innings pitched in an incomplete game where the game will be restarted from the beginning.
- F. Pitchers discovered exceeding the allowed number of innings shall be immediately withdrawn from the mound if pitching and the game continues on with no penalties. The pitcher is ineligible to pitch in the next Division game in which he plays. All violations must



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- be reported to the Mustang Representative. Repeated offenses will lead to disciplinary action taken against the team manager.
- G. Any pitcher withdrawn from the lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.
  - H. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up properly with at least eight warm-up pitches. When a pitcher takes his position at the beginning of each inning he shall be permitted at least five warm-up pitches.
  - I. No balks. If a pitcher balks or makes an illegal pitch it shall be ruled a dead ball and no penalty incurred.
  - J. A manager or coach may make two trips to the mound for any one pitcher in any one inning. The second trip to the same pitcher in the same inning will cause the removal of this pitcher. Note: A manager or coach, who talks to the pitcher around the mound area between innings, does not constitute a trip to the mound.
  - K. Any pitcher who hits 2 batters in one inning or 3 batters in a game must be removed from being the pitcher for the rest of the game.
  - L. Intentional walks will not be allowed.

## Length of Games

- A. Games shall be six innings in duration subject to the following provisions.
  - 1) For regular season Division games there shall be no extra innings: if the game ends tied it shall be recorded as such.
  - 2) For Division playoff games, when a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached.

*No inning shall begin after 1 ¾ hours past the start of game except for Division playoff games that are tied.*
- B. Complete Game: If a game is called for any reason, it shall be a complete game if four innings have been completed, or if the home team has scored more runs in three innings or three and a fraction innings, than the visiting team has scored in its four completed innings.
- C. If a game is called for darkness or any non-weather related reason before it is a complete game, as described in Section B, it shall be considered a suspended game and shall be resumed from the point of curtailment at the time scheduled by League officials. If a game is called for any weather related reason before it is a complete game, as described in Section B, it shall be replayed from the start.
- D. If a game is called for any reason in an uncompleted inning, after having reached complete-game length as described in Section B, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not retake the lead in its portion of the uncompleted inning, the team in the lead at the end of the previous inning shall be declared the winner.



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- E. 15-Run Rule: If a team is leading an opponent by at least 15 runs after four or more complete innings have been played or after four and one half innings if the home team shall have a 15 run lead at the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in the lead shall be declared the winner.

### **8 year old play up option**

If a parent believes their child is able to compete at the Pinto level, and is or will be 8 years old as of April 30 of the current year, they will be allowed to try out for a Mustang level team. 8 year olds wishing to play Mustang **MUST** be present at the try out.

All 9/10 year olds will be selected before any 8 year olds. At that point, the coaches will be able to choose 8 year old players if they wish. If the child is drafted, he/she will play on that Mustang team for the entire season. If a 8 year old is not drafted, he/she will be placed on a Pinto team. Any late registrations will be added to those Mustang teams with less than full rosters.

If an 8 year old, has an older sibling either returning or selected, the 8 year old must be taken on the same team. If not drafted they will be placed on a Pinto team for the year.

8 year olds are not eligible to pitch or be named as a sponsor or coach selection.