
Mustang Baseball Rules (2-28-25)

AGE REQUIREMENT:

- Players must be **10 years old or younger** as of **September 1** of the current year.

GAME RULES:

General:

- **Bats must be checked** by the umpire before the game starts.
- **Game Length:**
 - **6 innings or 1 hour 45 minutes** (finish the current inning when time expires).*If time expires between innings, the next inning will still be played. The top of a new inning officially begins immediately after the third out is recorded in the bottom of the previous inning.
 - *Game time will begin immediately after Coaches meeting
 - **Run Limits:**
 - **6 runs per inning** until the 6th inning.
 - **No run limit** in the 6th+ innings.
 - **Mercy Rule:**
 - **15-run lead** after 4 innings.
 - **10-run lead** after 5 innings.
 - **Tie Game:**
 - If tied after 6 innings or time limit, the **tie-breaker rule** applies:
 - Inning starts with the last **batted out on 2nd base** and **zero outs**.
 - Complete each extra inning as if it were the last inning
 - Play extra innings under normal rules.
 - After **2 extra innings**, the game ends in a **tie**.
 - **Darkness Rule:** The umpire can **call the game** due to safety concerns.

Pace of Play:

- **Pitchers:**
 - After the **first inning**, pitchers get **5 warmup pitches** (4 pitches + 1 going down).
 - A **new pitcher** gets **10 warmup pitches**.
 - **No infield or outfield warmup balls** after the **1st inning**.
- **Umpires enforce pace of play** (mound visits, batter delays, etc.).
- **Courtesy Runner:**
 - Allowed **after 2 outs** for the **catcher** (last batted out).
 - If a coach warms up a pitcher, those pitches count.

Team Behavior:

- **Team enthusiasm is encouraged**, but all player chatter must be **positive** and directed at their own team.
- **No chanting towards opponents** (e.g., “hey batter-batter swing”).
- **Violation Consequences:**
 - **First offense:** Team Manager receives a warning.
 - **Second offense:** **Forfeit** and League Director intervention.
- **All other rules follow** Pony Baseball rules.

BASERUNNING RULES:

- **No leading off.**
- **Stealing:**
 - Runners can steal **2nd & 3rd base after the ball crosses the plate**.
 - No advancing past **2nd or 3rd** on an overthrow.
 - A runner on **3rd base cannot advance home** unless a play is made on them at **3rd base**.
 - Runners can **steal home** only after the ball crosses the plate but **not after the catcher starts their throw**.
- **Early Leaving:**
 - If a runner leaves the base early and the ball is **not put in play**, they must return.
 - If the ball is **put in play**, the runner is **out**.
- **Plays at the Plate:**

- Runners must **slide** or risk being called **out** at the umpire's discretion.
- **Courtesy Runner:**
 - Allowed for the **catcher with 2 outs**, but **not required**.

HITTING RULES:

- **All players** present at the game must be in the **batting order**.
- **Bunting:**
 - A batter **cannot fake a bunt and then swing**.
- **Illegal Bats:**
 - If a player uses an **illegal bat**:
 - **Coach & player are ejected**.
 - Player's spot in the batting order is **skipped (no automatic out)**.

PITCHING RULES:

- **Pitching Distance: 46 feet.**
- **Pitch Limits:**
 - **75 pitches per day max.**
 - **Rest Requirements:**
 - **1-20 pitches = 0 days rest.**
 - **21-35 pitches = 1 day rest.**
 - **36-50 pitches = 2 days rest.**
 - **51-65 pitches = 3 days rest.**
 - **66+ pitches = 4 days rest.**
 - **75 pitches max (*Pitcher reaching the maximum number of pitches in a day may finish pitching to that batter before being removed)**
 - **All pitches pitched count** (Scheduled Tri County games, exhibition, or travel games count towards pitch count)
 - Pitchers can pitch in **multiple games per day**, as long as they do not exceed the **daily pitch limit**.
 - If a pitcher **hits 2 batters in one inning or 3 in a game**, they must be **removed**.
 - A **pitcher cannot re-enter** after being removed.

- **5 innings max per game**, but **pitch count takes precedence** over innings.
- **Balks:**
 - Only called if the pitcher is **not touching the rubber** when delivering.
 - **3 warnings before a balk is enforced.**
- **Intentional Walk:**
 - The pitcher can throw **4 balls**, or the defensive coach can signal **four fingers** to the umpire.
- **Equipment Restrictions:**
 - No **wristbands** or **batting gloves**, or **arm sleeves** allowed for pitchers.

FIELDING/DEFENSE RULES:

- **Infield Fly Rule** is in effect.
- **No Fake Tags:** Defenders **cannot fake** receiving the ball to trick runners.
- **Safety Base at 1st Base:**
 - Both sides of the base are **in play**.
 - **If no safety base is in place**, the **home team forfeits**.

EQUIPMENT/BATS RULES:

- **Legal Bats:**
 - **BBCOR-labeled non-wood bats** (per NFHS rules).
 - **USA Baseball logo bats** (30" and under, greater than -3 drop, max 2 5/8" barrel).
 - **NFHS-compliant wood bats**.
 - **Bats 31"** or longer must be **BBCOR-certified**.
- **Illegal Bats:**
 - **All 2 1/4" barrel bats are illegal.**
 - **USSSA logo bats are illegal.**

Examples of Legal and Illegal Bats That Do Not Contain a USA Baseball Logo

Length	Weight	Barrel Diameter	Status
31	28	2-5/8"	Legal assuming BBCOR labeled
30	22	2-3/4"	Illegal—Maximum barrel diameter is 2-5/8". Additionally this bat will not contain the BBCOR label
30	20	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
29	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	20	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
28	19	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	28	2-3/4"	Illegal—Maximum barrel diameter is 2-5/8". Additionally this bat will not contain the BBCOR label.
29	26	2-5/8"	Legal assuming BBCOR labeled
30	27	2-5/8"	Legal assuming BBCOR labeled
32	22	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	25	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
30	27	2-1/2"	Legal assuming BBCOR labeled
30	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal

Examples of Legal and Illegal Non-Wood Bats That Are Marked With a USA Baseball Logo

Length	Weight	Barrel Diameter	Status
30	20	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
31	20	2-5/8"	Illegal—All bats 31" and over for use in IESA contests must meet NFHS guidelines including BBCOR label. It does not matter if this bat has a USA Baseball logo. A 31" bat has to be BBCOR labeled.
28	18	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
29	18	2-1/4"	Illegal—No bat with a 2-1/4" barrel diameter is legal
31	21	2-5/8"	Illegal—All bats 31" and over for use in IESA contests must meet NFHS guidelines including BBCOR label. It does not matter if this bat has a USA Baseball logo. A 31" bat has to be BBCOR labeled.
27	15	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
29	19	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	18	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	20	2-1/2"	Illegal—Any bat with a USA Baseball logo must have a 2-5/8" barrel diameter.
30	22	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat
30	25	2-5/8"	Legal assuming USA Baseball Logo is silk screened on bat

UMPIRE RULES:

- **2 umpires per game recommended.**
- **Minimum Umpire Age:**
 - **14-16 years old:** 2 umpires required.
 - **17+ years old:** 1 umpire allowed.

SCHEDULING / MAKE-UP GAMES:

- A game is **official** if:
 - **4 innings** are completed or 1hr 45 min time limit has been reached.
 - The **home team leads** after **3+ innings**.
- **Suspended Games:**
 - If a game is called before completion, it **resumes from the stopping point**.
 - If a game is tied when called, it resumes as a **suspended game**.
 - **Time remaining continues** when resumed (e.g., if 1 hour was played, 45 minutes remain).
- **Make-Up Game Responsibility:**
 - The **home team** must reschedule ASAP.
 - If unable to reschedule, contact **Brad Male (815-274-8335)**.

ROSTER RULES:

- **Call-Ups:**
 - A younger player can be called up **only if the team has 9 or fewer players**.
 - Younger players can play for **one week (2 games)**.
 - After **3 games at the older level**, the player **must stay** at that level.
- **Pitching Restriction:**
 - A called-up player **cannot pitch** unless permanently moved up.

REMEMBER: PLAYER SAFETY COMES FIRST. DO NOT INJURE A PITCHER JUST TO WIN!
