

MYBA Mustang League Code of Conduct:

Play is governed by the Constitution and Bylaws of Morton Youth Baseball Association and by the Official Baseball Rules. The following Playing Rules override any similar provisions of the Official Baseball Rules.

Conduct:

Parents are expected to display exemplary conduct during games and practices, providing a positive example of good sportsmanship for the players. Players, coaches, umpires and other officials are to be treated with respect by all persons attending a game, and any form of harassment toward any individual involved in a game is not permitted. Any coach is subject to suspension for one game if he displays any form of disrespect toward an umpire. Coaches and players are not permitted to comment to umpires on balls and strikes. (See full Bylaw on Conduct)

Minimum Roster:

In the event of a short roster (less than 9 players), a team may use the Morton 9U Gray fill-in players see League Rep. Coaches can use other players from Maverick League, but players must have played more than 1 year in Maverick League before being called up. Maverick fill-in players must bat last and play outfield to start the game. A team will be marked as a loss for the league game, and forfeit if unable to field and continuously maintain 8 eligible players within 10 minutes after game time. If a team has only 8 players, the unoccupied 9th spot is an automatic out each time the order reaches that spot. If a game is forfeited due to short roster, it may be played using a short roster but will count as a forfeit. If the opposing team has enough players, they can send over a player to fill out the roster that's short, the team will still get credit for the win, even if they do lose the actual game. Call League Rep with any questions.

Length of Games:

Games are scheduled for 6 innings, but no inning may start after 1:30. Clocked time starts on the umpire's call of "play" just prior to the first pitch. Subsequent innings begin on the call of the third out of the previous inning. To permit maximum playing time for all players, games should not be ended prior to the time limit. Exceptions: a game may end when one team cannot tie or win after time has expired; or one team cannot tie or win and the half inning ends within 5 minutes of time expiring; or if both coaches mutually agree to stop play. Home team does not bat when leading in that game's final inning. Regular season games may end in a tie; extra innings are not played even if time allows.

Run Limit:

Each half inning ends after 3 outs are made or the run limit is reached at 5, whichever occurs first.

Participation and Substitution:

To maximize participation, continuous batting order is used, and no player may sit out 2 consecutive innings defensively. Free defensive substitution is permitted, but the batting order may not change.

If a player must be removed from the lineup due to illness, injury, etc., there is no penalty (subject to league rule regarding minimum roster), and he may return to the same place in the batting order if physically able. A baserunner who must be removed due to illness, injury, etc. may be replaced by the last batter out.

Pitching:

General:

Delivery of one pitch to a batter constitutes having pitched an inning. A player removed as a pitcher may not pitch again in that game. Innings pitched in games declared no contest are charged against that pitcher's eligibility. Use of an ineligible pitcher results in automatic game forfeiture and possible loss of future pitching eligibility. Pitching rules may change for tournaments.

Pitch Limit:

For any calendar day, players may not pitch in more than 3 innings, nor throw more than 75 pitches for Mustang. Game Changer does wonders at keeping track of pitch counts.

Continuation Provision: A pitcher may complete pitching to a batter when the maximum pitch limit occurs during that at-bat. Also, if a pitcher reaches any day-of-rest threshold in the middle of an at-bat, the pitcher will be permitted to complete that at-bat; the pitcher will be recorded as having pitched the maximum number of pitches allowed at the threshold met during the at-bat and will not be required to rest an additional day.

Example: If a pitcher throws his 20th pitch during an at-bat, he may complete pitching to that same batter without being charged more than 20, avoiding the one day of rest required for more than 20 pitches.

Rest Rule:

Players may not pitch during these rest periods (full calendar days off without pitching) based on the following number of pitches:

More than **20: 1 day**

More than **35: 2 days**

More than **50: 3 days**

More than **65: 4 days**

Example: If a player throws 51 pitches on Monday, he may not pitch again until Friday (after 3 complete calendar days, Tue/Wed/Thu, without pitching).

In a double header, a player may pitch in the second game of the day only if he did not exceed 20 pitches in the first game (but is allowed the usual continuation provision past 20 to the same batter without penalty). All pitches thrown in the first game count toward the usual daily limit. That player may pitch in 3 innings per game, subject to pitch limits for the first game and for the day.

Visits:

A second coach visit to the same pitcher in the same inning causes that player's removal as a pitcher. A coach may not confer with any defensive players other than the pitcher and catcher.

Balks:

Balks are not called in Mustang. In Mustang a runner cannot be called out on a play caused by a balk.

Collisions:

A runner is out if a collision occurs between a runner who does not slide or attempt to avoid a collision, and a defensive player attempting to tag out that runner, or is immediately receiving the ball. If it is the umpire's judgment that a runner intentionally collided with the defensive player, that runner is out and may be ejected. A runner is not out for not sliding if no collision occurs or if contact is slight, incidental or a brush.

Return to Bases/Leaving Base Early (Mustang):

After each play or pitch, runners must return to their bases when all runners' progress has stopped (no longer advancing) and the pitcher is in control of the ball. A runner is out if he leaves his base before the pitched ball reaches the batter and the ball is hit fair. Unless a pitch or return throw is not caught, runners may not steal home, nor may batter-runners advance beyond first base during a base on balls award.

Intentional Base on Balls:

No automatic or intentional walks. Pitcher must pitch to the batter with the catcher in a normal crouching position.

Speed-up Rules:

Base runners failing to touch bases, including fly ball tag-ups, are called out, without appeal, after the play. Pre-game infield warm-up is limited to 5 minutes per team, unless additional time is available; visitors take infield first. One offensive time out is permitted each half inning to allow a coach to confer with a player. Mustang batters are not permitted to advance when a third strike is not caught.

Protests:

Game protests are not recognized, as they are not practical with tight playing and tournament schedules. However, failure to conform to Bylaws may subject a team to retrospective penalties, including forfeiture, upon majority vote of the Board of Directors. Coaches have the right to request game officials to reconsider any ruling if such request is made timely and properly (call time, then quietly and respectfully discuss with the umpire who made the call).

Safety/Equipment/Defensive Coach:

All players except players at bat, on deck, on base or in the field defensively must remain in the dugout. All batters, base runners, catchers and non-adult base coaches must wear protective

helmets approved by MYBA. Steel cleats are not permitted. Bats must meet MYBA Bat Policy requirements. If a player is injured by being hit with a batted ball in the face, throat or head, time will be called immediately, and all runners will be awarded one base if the injured player was an infielder, or two bases if the injured player was an outfielder. Awards are from the time of the pitch. Any other injury an umpire deems serious enough to stop play will be handled in a similar manner, with umpires determining bases, if any, to be awarded.

One defensive coach may stand outside the dugout, at own risk, within arm's length of the dugout doorway.

Scorekeeping/Standings/Statistics:

Teams must keep a player record (score sheet) on each game, recording each player's defensive participation, times at bat and innings pitched. Team score sheets must be made available to the League Representative for review. Standings are determined by awarding 2 points for each win, 1 point for each tie or game not played, and no points for each loss or forfeit. Distribution of player statistics to players is not permitted.

No Rules have been adopted which prohibit head-first sliding, accidental bat slinging, removing helmets, nor are there rules allowing courtesy runners for pitchers or catchers, or automatic base on balls. High school rules do not apply.

MYBA PLAYING RULES: TOURNAMENT RULES

Mustang, Bronco, Pony and Colt: Spring seasons end with double elimination or pool play tournaments that include all teams; or an all-star game. Fall season may end with single or double elimination or pool play tournaments. MYBA Playing Rules remain in effect during regular season tournaments except as follows:

Seeding:

Spring season seeding is determined by regular season standings (points). Ties in standings are resolved by results of head-to-head games. If still unresolved, least runs allowed will be next, if still tied then a coin toss is used. Home team will be the higher seed. In the first championship game, the winner's bracket team is the home team. If a second championship game is needed, the home team is determined by coin toss.

Pitching - Spring and Fall season tournaments:

Regular season rules based on pitch count apply to all tournaments - same pitch count limits and rest requirements except that fall season Mustang and Bronco inning limit changes from 2 innings to 3 innings per day.

Limits/Tie-Breaker:

Championship games are not subject to a time limit. Usual length of game rules are followed, except single or double elimination tournament games may not end in a tie.

Mustang/Bronco Tie-Breaker: If a game is tied after regulation (time or innings), each subsequent half inning starts with one out, a runner (last man batted) on second base and no run limit, until the tie is broken and the game is completed.

The 1-hour rain delay wait is extended to up to 2 hours. If weather conditions prevent anticipated completion of the tournament by the scheduled season end, the Board may need to eliminate losers bracket teams.

Forfeits:

Use of an ineligible pitcher results in automatic game forfeiture. Violation of participation rules may result in game forfeiture by action of the Board.

Minimum Roster:

In end of season tournament games, a short-rostered team may add up to 3 eligible players to reach a roster of 9. If unable to find enough substitutes to reach 9, the team may play with 8 players, but the unoccupied 9th spot is an automatic out; if only 7 players, that team loses by forfeit. Fill-in players must bat last and play outfield, be from the same league, not from the opposing team, and must have been drafted in a later round than the player he/she is replacing. For example, if a team has 7 available players and is missing their 2nd, 4th and 10th round players, then it can add a player drafted in the 3rd round or later and a player drafted in the 5th round or later. The spirit of this rule is to allow normal playing conditions while minimizing a competitive advantage. Fill-in players must be approved in advance by the league representative, and the league's board representative may make exceptions for highly unusual circumstances including adding in available travel players to fill out rosters.