



NORTH SUBURBAN YOUTH BASEBALL ASSOCIATION

(NSYBA)

MUSTANG LEAGUE LOCAL RULES

2017 FALL BALL

www.NSYBA.net

ELIGIBILITY FOR FALL BASEBALL: NSYBA Mustang Fall Ball is primarily for kids that are just starting the 3rd and 4th grade. Any exceptions to player eligibility can be requested and will be reviewed by the commissioner.

RAIN OUTS AND HOTLINES: Inclement weather can be unpredictable. You should always assume that you are going to play. Umpires and coaches are strongly encouraged to get games in if it can be done safely. Games will generally not be canceled prior to one hour before game time. Managers should inform players that if there is doubt about field conditions, they should not call the manager, but, instead, they should wait for the manager to notify them and that if they don't hear from the manager, go to the ballpark on the assumption the game will be played.

1. POLICIES ON CONDUCT

- (a) The coaches shall promote sportsmanlike conduct and control the behavior and deportment of their players, assistant coaches, fans, as well as themselves.
- (b) The coaches will do their best to emphasize the League's purpose of developing skills and providing fun for the players, while encouraging respectful competition within the game.
- (c) A player or coach who swears, throws a bat or batting helmet, or is otherwise disruptive or unsportsmanlike shall be given a verbal warning by the umpire. A player who engages in such conduct may, at the umpire's discretion, lose his next turn at bat. Any subsequent act of misconduct by that player or coach shall result in ejection from the game.
- (d) All cheering and yelling must be done in a positive and encouraging manner. Negative comments or yelling by coaches, players, parents or fans will be considered unsportsmanlike conduct. Use of abusive, foul or obscene language by coaches, players, parents or fans is prohibited.
- (e) Coaches and players may not question or protest judgment calls made by the umpire and coaches will be responsible for causing their players and their team's fans to do so likewise.

2. EQUIPMENT AND UNIFORMS

- (a) Rubber-cleated shoes are highly encouraged. No metal spikes of any kind are allowed.
- (b) During games, all players are required to wear full uniforms. The uniform shirt should be tucked in and brim of hat facing forward at all times.
- (c) The bat shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less
- (d) All batters and base runners must wear batting helmets at all times.
- (e) Any player who is catching for a pitcher must wear a catcher's mask, including the time when the catcher is "warming up" the pitcher and no batter is present. All players must wear cups.

3. FIELD SPECIFICATIONS

- (a) The distance between bases is 60 feet.
- (b) The distance from the pitcher's rubber to home plate will be 44 feet.
- (c) The home team will occupy the third (3rd) base side bench or dugout.
- (d) Offensive players waiting their turn at bat, other than the on-deck batter and reserve players on both teams, should be seated on their bench at all times.
- (e) An on-deck circle (for one batter only) should be marked with a line or in some other way designated on each side of the infield in foul territory. The on-deck batter should always wear a helmet, be alert and remain in the circle until the previous batter has completed their turn at bat. Only one player is allowed in the on-deck area.

4. GAME TIME, GAME BALLS, INNINGS, 5 RUN RULE

- (a) All games will begin at game time. Please have all players arrive at least 15 minutes prior to the start of the game for warm up. A 15-minute grace period will be given before a forfeit is declared.

- (b) The home team must provide two (2) new baseballs for the game balls for each game. If the condition of the game balls deteriorates during the game, the umpire may require either or both teams to provide one or more new game balls.
- (c) Regulation games will be six (6) innings for the Mustang League. Each game will have a time limit and NO NEW INNING will start after 1 hour and 50 minutes has elapsed.
- (d) When a game is tied at the end of regulation, it will be declared a tie. There will be no extra innings in regular season play.
- (e) The 5 run rule will be in effect for all games. The maximum number of runs that a team may score in one inning is 5 runs with NO continuation (i.e. during a play from a batted ball only runs scored up to the 5th run of an inning will count). If a team is losing 10 to 0, the most runs they can score in the inning is still 5 runs. This rule applies only in the regular season, and will apply for every inning except the last inning of the game.
- (f) 5 Run Rule Regular Season (Last Inning) - The only exception to this rule is in the last inning of a game. The umpire will determine which inning is the last inning based on Rule 4.c above. The visiting team may score 5 runs or up to 5 runs more than the home team, whichever is greater, in the last inning. The home team can then score runs until the side is retired.
- (g) In tournament play the 5 Run Rule will be in effect for early rounds. For semi-finals and championship games, the 5 Run Rule will be waived.
- (h) Fifteen (15) Run Rule. A game will end if a team has a lead of 15 or more runs at the end of 4 innings (i.e., at the end of 3 ½ innings of play or as soon as the 15th lead run is scored in the bottom of the 4th or 5th inning).

5. PACE OF PLAY

- (a) The pitcher will be allowed a maximum of 5 warm-up pitches between innings.
- (b) If there are two outs and the team at bat has its catcher for the next half inning on base, the catcher on base should be removed from the base and be replaced by the player who has made the last out. In addition, if there are two outs and the catcher of the hitting team is not on base, the umpire should remind the coach to get the catcher ready to start the next half inning.

6. SUBSTITUTION/PLAYER PARTICIPATION: MINIMUM NUMBER OF PLAYERS

- (a) Teams must have at least 6 rostered players present at game time, otherwise the team forfeits the game. During tournament play, a team must have at least 8 players at a game to play.
- (b) Team can field ten (10) players in the field. When a team has 10 players on defense, four of the players must play outfield, equally spread across the outfield.
- (c) Outfielders must play in an arc at a distance of at least 20 feet behind second base. Outfielders may not make plays on the infield. Outfielders CAN make throws to any infielder to force a runner at any base. (ex. An outfielder can not field a ball and run to a base and step on it to force a runner. The runner in this case will be called safe. An outfielder CAN field a ball and throw it to any infielder covering any base for a force out.) Only infielders can make plays in the infield. Outfielders backing up plays in the infield must throw the ball to an infielder to make a play on a base runner. Outfielders may not cover a base during a steal attempt.
- (d) Every available player on a team will bat in a regular batting order in a game. Such batting order will not be changed except as set forth below.
- (e) If a team has more than ten (10) players, all players must sit out at least once, before a player can sit out for a 2nd defensive inning.

- (f) There is unlimited substitution except for pitchers.
- (g) A late arriving player will enter at the end of the batting order as the last batter in the score book.
- (h) Substitution during regular season play: If a team does not have ten (10) players of their own, they may use a player from another Mustang Fall Ball team to play in their game. That player cannot pitch but is allowed to play any position in the field. The player must bat at the bottom of the batting order for the team for which they are substituting.
- (i) Substitution during tournament play: If a team does not have ten (10) players of their own for a tournament game, they may use a fill-in player from the lower age group. All fill-in players must be current 2nd graders that played in the communities house league during the past Spring, Summer, or Fall. Any usage of a fill-in player during tournament play should be noted to the opposing coach as well as the league commissioner. That player cannot pitch but is allowed to play any position in the field. The player must bat at the bottom of the batting order for the team for which they are substituting.
- (j) Roster players present during a game must bat in turn, regardless of whether they are playing defense. It is the intent of the league for all players to have the opportunity to play every position on a regular basis, within limits for their safety and capabilities (i.e., don't have a player pitch that can't throw the ball as far as home plate or have a player that can't catch play first base). Players should rotate regularly between infield and outfield. At a minimum:
 - i. Each player must play at least 2 innings of defense in the infield (first baseman, second baseman, shortstop, third baseman, catcher, or pitcher). A player must play at least one inning in the outfield by the end of the fourth inning.
 - ii. Each rostered player present at game time may not sit out more than 1 inning on defense until each of the other roster players has also sat out at least 1 inning on defense. This is a high priority and the responsibility of the Head Coach.

7. PITCHERS

- (a) Each team may pitch one pitcher a maximum of six (6) outs (even if the six (6) outs occur over three (3) innings). All outs pitched by any pitcher must be consecutive.
- (b) A third (3rd) grader must pitch at least one inning [defined as three consecutive outs in an inning] prior to the beginning of the fifth (5th) inning. In the event a third grade pitcher is unable to finish an inning due to the opposing team reaching the 5-run rule, the third grade obligation has been fulfilled.
- (c) During tournament play, rule 7.b will be waived. A third (3rd) grader is not required to pitch in a tournament game.
- (d) A pitcher who has withdrawn from the mound will not be permitted to return to the mound as a pitcher in the same game.
- (e) There are no intentional walks. Pitchers must pitch to every hitter.
- (f) There is no coach pitching.
- (g) Any pitcher who hits three batters during a game will be immediately replaced and will not be allowed to pitch again in that game. The home plate umpire may waive this rule if a batter could/should have moved to avoid being hit.

8. BASE RUNNING (STEALING, LEADOFFS, OVERTHROWS and SLIDING)

- (a) A base runner may steal only after there are two outs. The number of outs are determined before a pitch is

thrown. If there is one out, and a batter strikes out on a pitch, a runner cannot steal on that same pitch. They must wait until the next pitch to attempt a stolen base.

- (b) Base runners may not lead off from any base until the pitched ball crosses home plate. If the umpire rules that the runner left the base before the ball crossed home plate, the runner will be directed to return to the base. If the ball is hit when the runner has left the base too early, the umpire will have the discretion to limit the number of bases which the runner may advance.
- (c) A base runner is not allowed to steal home. A runner may attempt to steal second base or third base, as long as there are two outs. If the throw by the catcher to second (or third) base is overthrown, the runner attempting to reach second (or third) base may not advance further. Similarly, if a runner is on third base at the time when the ball is thrown or overthrown by the catcher on a steal attempt, the runner on third base may not advance to home on the play. An overthrown ball by the catcher will be treated as a “dead” ball and returned to the pitcher to continue play.
- (d) A base runner advancing to any base on a “close play” should slide, and may not “run over” the baseman or the catcher. The runner must always avoid contact. If the base runner does not avoid contact on a close play, the runner will be called out. Base runners at all bases must avoid collisions with defensive players.
- (e) A base runner may not interfere with a fielder who is making a play on a ball or who has a ball being thrown to them. If the base runner interferes with a fielder attempting to field the ball or receive a throw, the runner will be called out. This is an issue the coaches must explain clearly to their players.
- (f) A fielder that is not making a play on a ball or receiving a throw from another player may not be in the base path of a base runner. If a fielder interferes with or is standing in the base path of a runner, the runner will be awarded the base they are running to even if they are tagged or forced out.
- (g) On a single or an error, if a base runner “rounds” first base and, in the umpire’s discretion, begins an attempt to advance to second base, the base runner may be tagged out.

9. BUNTS and DROPPED 3RD STRIKE

- (a) Bunting is permitted. However, the suicide squeeze play is not allowed.
- (b) The Dropped 3rd Strike rule does not apply in this League. The Batter is out on a swinging or called 3rd strike and runners may advance but not to home.
- (c) If a player shows bunt, they must either bunt the ball or pull back. If a player shows bunt, pulls back, and then attempts to swing, then a dead ball will be called and the batter is out.

10. INFIELD FLY RULE

- (a) The Infield Fly rule does not apply in this League.

11. WALKS AND HIT BATTER

- (a) A walked batter is not free to advance beyond first (1st) base until after the first (1st) pitch to the next batter.
- (b) A batter hit by a pitched ball is awarded first (1st) base.
- (c) A batter hit by a pitched ball on a bounce is a hit batter and the ball is dead.

12. UMPIRES

- (a) Players, assistant coaches, adults assisting the team and fans may not question, protest or object to any rule interpretation or application by the umpire.

- (b) During a game, the umpire has complete discretion in the application and interpretation of the rules. While these rules endeavor to cover many of the rules of baseball there are situation that may arise that require the umpires discretion.
- (c) Application of rules by the umpire.
 - i. To raise a question, a head coach must request and be given time out. The head coach shall confer with the umpire at home plate. All players shall be ushered away from home plate during such time out. The opposing head coach, any other umpire assigned to the game, the Umpire Coordinator (if present) or League Commissioner (if present) may participate in such discussion.
 - ii. Such discussion shall not extend past one (1) minute from the calling of time out. At the end of the time out, the head coaches shall return to the dugouts/bench areas.
 - iii. Final confirmation or reversal of the interpretation or application shall be decided by the following in ascending order of authority: field umpire, home plate umpire, Umpire Coordinator and League Commissioner. No question may be raised after the first (1st) pitch following the interpretation or application at issue and such interpretation or application shall thereupon be final and irreversible.
 - iv. The questioning of any rule interpretation or application other than in accordance with the foregoing shall be unsportsmanlike conduct. Notwithstanding the foregoing, under any circumstances, judgment decision of the umpire such as to balls, strikes, safe, out, out of play, ground rule doubles, over throws and game suspensions shall not be questioned or protested. Violation of the immediately preceding sentence shall be unsportsmanlike conduct.
- (d) Appeal plays. If the ball does not become dead, the defensive team may appeal a base-running violation by taking the ball to the base where the offense occurred and tagging the base. If the ball has become dead, the defensive team must return the ball to the pitcher, who, after assuming a pitching position on the rubber, delivers the ball to the proper base. If several players have passed through the same base on the same play, the defensive team may not make an appeal after it has pitched to the next batter.
- (e) Play is dead when the ball is returned to the pitcher and the pitcher is on the pitcher's mound. Play does not resume until the next pitch leaves the pitcher's hand directed to home plate.

13. SCOREKEEPING AND STANDINGS

- (a) Each team must supply a scorekeeper who is responsible for maintaining a game score book for that team. Scorekeepers should confirm the game score with each other at the end of every half inning. Head coaches, if requested, must supply one another with the batting lineup prior to the start of play.
- (b) All scores must be submitted by the winning team to the league commissioner using the online form provided on the league website. League standings will partiallt, but not entirely, determine seeding in the season ending tournament.

14. RULES

- (a) The League Commissioner has the authority to make final interpretations and applications of and changes to these rules at any time.
- (b) For any rules not specifically covered here, NFHS rules apply.

15. TOURNAMENT RULES

- (a) Unless addressed specifically herein, Regular Season Rules in effect at the end of the Regular Season apply throughout the playoffs.

- (b) The Fall Ball tournament takes place over a single weekend at the end of the season. Pitching rules will be determined by the league commissioner, pending the number of participating teams and the tournament schedule.
- (c) End of Game and Suspended Games
- i. For all tournament games, there is no time-limit. Games will continue until a winner is determined.
 - ii. The 7th inning, if necessary will be played under normal rules.
 - iii. If an 8th inning, and any subsequent innings are needed, they will start with each team placing a runner at second base to start their at bat. The runner must be the player who made the last out in the previous inning.
 - iv. A game is "official" after 4 ½ innings have been played with the home team in the lead, or if 5 innings have been played with the away team in the lead. Any "official" game called due to darkness or weather will revert back to the last full inning played and the score at that time will determine the winner. Any game that is called before it is official will be resumed at the exact spot where it was suspended.
 - v. For any scenario not covered by the above, the League Commissioners will rule.