

# Belvidere Youth Baseball – **2011 Mustang Boys Rules**

## Updated March 9, 2011

1. BYB Ground Rules adopted herewith shall override any rules and regulations stated by the current National Federation of State High School Association publication in which all play shall be governed.
2. No player will be allowed to play out of his age bracket for any reason for regular season games. All team rosters will be limited to 12 players.
3. **Teams may begin practices the day following their respective league's draft.** With exceptions of practice games, no practices shall exceed 2 hours in length.
4. Times of games :
  - a. First weekday game is to start at 5:30 PM.
  - b. Second weekday game is to start at 7:30 PM.
  - c. Saturday games can begin as early as 8:00 AM.
  - d. There will be a ten-minute grace period for a team to field the minimum # of players.
  - e. There is to be no infield practice allowed in between scheduled games.
5. All games will be either six innings in length or have the last inning determined at the 80-minute mark. When the game reaches 80 minutes in length the umpire will stop the game momentarily to determine and announce the last inning. Any inning in progress will be completed and one more inning will be played unless you are already playing the sixth inning in which case you would complete the sixth inning.
  - a. Official beginning of a new inning starts immediately after the final out of the previous inning.
  - b. The designated chief umpire will make decisions as the official timekeeper.
  - c. Tournament championship games will be played the complete number of innings unless the 12 run rule applies.
6. 12-RUN RULE: Shall apply only after five innings have been completed, or if the home team is ahead at the end of 4 ½ innings. The official scorekeeper, (home team) shall notify the chief umpire when 12-run rule applies to end game
7. A forfeit shall be entered into the books if one of the teams cannot field seven players at the designated start time of the game.
  - a. **Mustang - 7 out of 9 players**  
In this case, the team short of players will not be forced to take outs at bat. If additional players arrive, they must be inserted into the game immediately.
  - b. Teams do not have to finish the game with the same number of players as it started the game. If a team starts with 9 players and players have to leave during the game the team with the missing players does not have to take outs for the missing players but still must field at least 7 players or the team must forfeit the game.
8. **No practices on BYB property without written approval from BYB Executive Board. Use of batting cages and pitching mounds are reserved for teams who have scheduled games.** Groundskeeper has the authority to take possession of any field for the purpose of maintenance. Conditions of the grounds between games will be decided by the groundkeeper or by an Executive Committee member or the Chief Umpire.
9. If lightning is in the area or adverse weather exists, (i.e. HAIL, HEAT INDEX) and has the potential to jeopardize the welfare of the ball players, the Diamond 2 Chief Umpire or Executive Committee member or Commissioner on duty, shall rule to suspend play on all diamonds until the threat has passed.
10. **HEAT STRESS:** Games shall be suspended if temperature at Belvidere Bank (544-2424) reaches or exceeds 96°F.
11. A designee appointed by the league president shall reschedule all suspended or rained-out games that are not officially completed games. The umpire coordinator shall schedule umpires for makeup games.
12. Home team shall be the first team listed on the schedules and shall occupy the third base dugout.
13. Home team shall furnish the following:
  - a. An official scorekeeper. Official scorekeeper must record the number of innings pitched by all pitchers used during the game.
14. Home team manager shall be responsible for returning equipment to the concession stand after completion of last game. The winning manager shall report results of game to newspaper and league commissioner. Both teams shall tarp the field and return equipment to the concession stand.
15. Each team shall select two different captains for each game to meet with the umpires before each game to exchange line-ups and receive instructions.
16. Adults coaching the bases cannot have a player in the coach's box. Adult coaches do not have to wear uniforms.
17. Each team may have no more than one manager, two coaches and one score keeper in the dugout.
18. Any unethical conduct by a coach or manager towards any player or other bench personnel shall result in immediate ejection (no warning) and review by BYB Executive Committee as to his/her future coaching capacity prior to the team's next game.
19. Coach or manager may:
  - a. Be allowed one offensive conference per inning.
  - b. Make one trip to the mound per inning, per pitcher. If a second trip is made in that inning, the pitcher must be removed from the pitching position. Any egress onto fair territory of the playing field constitutes a trip to the mound.
20. **SUBSTITUTE RULE:** Relief pitchers who enter the game may be replaced as a pitcher after pitching to one batter, but must comply with Rule #21 regarding the number of innings played.
21. **THREE INNING RULE:** For the purpose of the three-inning rule a player must play three defensive innings. This

**Belvidere Youth Baseball – 2011 Mustang Boys Rules**  
**Updated March 9, 2011**

- three-inning rule applies to all games including the games shortened by slaughter rule.
22. Failure to comply with the player participation or pitching rules will result in the following:
    - a. First Offense: **1-Game suspension of manager.**
    - b. Second Offense: **2-Game suspension of manager.**
    - c. Third Offense: **Banishment of manager for remainder of year.**
    - d. **Occurrence during post season games will constitute forfeiture of game.**
  23. No courtesy runners or designated hitters may be used in any league.
  24. Complete uniforms for each player shall be worn properly at all times, shirt tucked in and caps worn unless not furnished, etc. Exceptions:
    - a. Catcher may remove his cap when wearing the catchers mask and helmet
  25. Steel spikes are not permitted
  26. A double base shall be used at first base with white half secured in fair territory and orange half secured in foul territory.
  27. A batted ball leaving the playing field through the fence or leaving the outfield after touching the ground if there is no fence shall be declared a ground rule double.
  28. Any ball rolling into another playing field is in play, unless the umpire calls interference. Interference shall be ruled "One Plus One". The runner will get the base he is going to plus one base.
  29. No batting balls other than tennis balls against any BYB fence at any time.
  30. MUSTANG RULES EXCEPTIONS:
    - a. Teams will field **9** defensive players.
    - b. Each player will bat on offense in a continuous batting order.
    - c. Pitchers may pitch a maximum of 3 innings per game and 5 innings per week. The week shall begin at 12:00 a.m. Monday morning and run thru 11:59 p.m. Sunday night.
    - d. Once pitcher has been removed from pitching position he may not return to pitching position for remainder of the game.
    - e. No balks in Mustang League.
    - f. Pitching distance will be 44 feet from the front edge of the pitching rubber to the back point of home plate.
    - g. Distance between bases will be 60 feet.
    - h. A batter may not square around to draw in the infield and then swing away. PENALTY- batter is out.
    - i. No leading off base or stealing until the ball reaches the catcher. PENALTY-base runner is out.
    - j. Batter is out on a dropped third strike.
    - k. Base stealing of second base and third base only, NO STEALING HOME.
    - l. A base runner may go to third base on an overthrow WHILE STEALING.
    - m. A base runner on third base if not forced can score only on batter contact (base hit, ground out, error, caught foul ball, etc.) or on continuous play of a live-batted ball.
    - n. Games are six innings long or last inning to be called at the 80 minute mark.
    - o. No team shall score more than five runs per inning. After five runs have scored teams change sides and the other team will come to bat. (This rule does not apply in sixth inning or last inning as determined by chief umpire)
    - p. Free substitution, players may re-enter game multiple times. EXCEPTION: Mustang leagues must follow rule #21 regarding relief pitchers.
  31. SLIDING RULE: Batter/runner is out when he/she does not slide or attempt to avoid contact with a fielder in position to make a play.
  32. INDIVIDUAL GAME TIE BREAKER PROCEDURE:  
After time limit has expired and game is tied, a designee appointed by the league president shall reschedule the game and umpire coordinator shall schedule umpires for tie makeup games.
  33. Standings and tournament seeding ties will be determined as follows:
    - a. Best record in the regular season
    - b. If an unequal number of games have been played the winner shall be:
      - i. The team with the most wins or.
      - ii. The team with the fewer losses.
      - iii. Head to Head winner in the regular season.
      - iv. Score differential ( In head to head ) with a Max. of 8 runs.
      - v. Least runs allowed in head to head games.
      - vi. Least runs allowed in division play.
    - c. Coin toss.
  34. There will be no duplications of any awards.

**ATTENTION COACHES/PARENTS**

**The strike zone in the Mustang league is expanded quite a bit from the traditional strike zone. This is done to promote pitching and hitting in this first live pitching league.**