

**SANDY PLAINS BASEBALL ASSOCIATION
OFFICIAL PLAYING RULES AND REGULATIONS
MUSTANG LEAGUE – Spring 2011**

OFFICIAL BASEBALL RULES & THE RULES OF DIZZY DEAN BASEBALL INC. WILL GOVERN EXCEPT AS HEREINAFTER PROVIDED.

SECTION I – THE LEAGUES:

1. Mustang American League & Mustang National League is designed for participants' league ages 9 and 10 years of age.
2. Each League is under the coordination and supervision of its respective league coordinator American (Scott Reynolds), National (Andrew Greenbaum).
3. The leagues shall operate under the constitution and bylaws of Dizzy Dean Baseball Inc., governed by the Sandy Plains Baseball Board.
4. The American League shall be composed of one division of no more than 10 teams. The National League shall be composed of no more than 16 teams. If there are more than 10 teams the league may be split in to two equal leagues, East and West.

SECTION II – LEAGUE DESIGNATIONS & DISTINCTIONS:

1. AMERICAN LEAGUE is a highly competitive program designed for the player with an advanced skill level, predominately comprised of the older age players. The emphasis in the American League is to apply already acquired skills within the total game of baseball. Position play will be earned at the discretion of the manager and coaches.
2. NATIONAL LEAGUE is a competitive program designed for the player who requires further skill development or needs an instructional format to learn the necessary skill development. The emphasis in the National League is continued skill development through instruction and allowing the player the opportunity to play and develop at a number of positions.

SECTION III – TEAMS:

1. A team will consist of not more than 12 players without SPBA Baseball Board approval.
2. League age will be consistent with Dizzy Dean Baseball rules with all players playing at the attained age by May 1 of the playing year.
3. League players may be assigned or reassigned at the discretion of the Player Agent, with the League Coordinator, VP and Baseball Commissioner.
4. If a team loses a player from the beginning roster during the current season, another player may be assigned. Players who miss more than 60 days of the season will automatically be replaced by the player agent.

SECTION IV – MANAGER & COACHES:

1. All managers must have their coaches designated with complete applications and background check consent forms and approval by the proper league coordinator prior to tryouts. Final approval for all managers and coaches is reserved to the SPBA Baseball Board.
2. Each team will have one adult manager and one adult coach. The one adult coach must be designated prior to the player evaluations. A second and third coach may be designated after the draft.
3. The conduct of manager, coaches, players and parents shall be subject to the SPBA Bylaws and SPBA Code of Conduct. All occurrences or problems shall be brought before the SPBA Board.

4. Manager and coaches are allowed to warm up pitchers at any time.
SECTION IV – Continued

5. The manager's responsibilities include but are not limited to:
- A. In charge of all team activities
 - B. Conduct at least 2 practices per week prior to the regular season. Conduct at least 1 practice per week after the season starts
 - C. Attend and help at tryouts
 - D. Teach proper baseball fundamentals
 - E. Report all injuries or problems to the League Coordinator
 - F. Enlist a team parent to help with all non-coaching activities
 - G. Obtain a team sponsor (Spring season only)
 - H. Complete and submit player roster forms provided by the player agent
 - I. Complete and maintain a copy at all times of the team medical release form. The form must be completed and signed by a parent prior to the start of the first practice.
 - J. Maintain an accurate record of playing time and at bats for each player
 - K. Help monitor and ensure that all parent work concession duty. Managers and coaches are not exempt from working, unless their specific team chooses to supplement for them. PENALTY: Manager and coaches cannot coach the following season at SPBA.
 - L. All managers and coaches are required to participate in all scheduled field work days.
 - M. Sign equipment agreement and submit refundable deposit
 - N. Managers and coaches should refrain from the use of tobacco in any form during games, practices and while at the field.
 - O. **Monitor and control conduct of self, coaches, players, and parents.** If any participant is removed from a game they must leave the field area (parking lot acceptable) and may not continue in the game in any fashion. Offender may rejoin team at games end for manager meeting.
 - If a manager, coach, player or parent is removed from a game by an umpire or league official more than once during a season, they are suspended and must appear before the SPBA Board for review. All ejections must be reported to the League Coordinator who will immediately notify league Vice-president.

SECTION V – PLAYERS:

1. Playing time in both leagues includes a continuous batting order and free substitution (except pitching) with each player playing defensively at least every other inning. Every player on a team roster will participate in each game for the minimum playing time. If a player does not meet these requirements, he will start the next game.
 - A. Penalty to the manager for failure to follow the above:
 1. 1st Offense: Written Warning
 2. 2nd Offense: Suspended for next game

3. 3rd Offense: Suspended for remainder of season

SECTION V – Continued:

2. If the violation is determined to be intentional, a more severe penalty may be assessed by the SPBA Board.
3. The manager may reduce playing time as follows:
 - A. Player does not attend and participate in 2 consecutive practices (excluding illness or excused absence).
 - PENALTY: Player does not play in the next game.
 - B. Player does not attend and participate in 2 consecutive games (excluding illness or excused absence).
 - PENALTY: Player does not play in the next game and case of absence is reviewed by Coordinator, Player Agent, VP and Baseball Commissioner to determine further action which could include dismissal.
 - C. Player does not arrive at the scheduled start of the game.
 - PENALTY: Player does not have to play minimum playing time.
 - D. Player does not play at the position as assigned by manager or coach
 - PENALTY: Player is asked to leave the field and will not participate in the remainder of that game.
 - E. Player demonstrates actions which are detrimental and abusive to the league, including the use of foul language.
 - PENALTY: Player is immediately suspended from the team and will not participate in any game or practice until suspension is reviewed by the manager and Coordinator.
 - SECOND OFFENSE: Player and parent will meet with the manager, Coordinator, Player Agent, VP and Baseball Commissioner to determine further action that could include dismissal.

SECTION VI – ASSIGNMENT OF PLAYERS:

1. The assignment of players for the various teams within each league shall be a cooperative effort of managers, coaches & player agent.
2. Tryouts will be conducted to evaluate all players.
3. All players are evaluated and drafted by managers and coaches.
4. All players must attend tryouts & participate in at least 50% of the skill test to be eligible for the draft. Players not attending tryouts will be assigned to teams on a random basis and are not eligible for American League play. NOTE: Exceptions are permitted at the discretion of the Baseball Board.
5. All players age 9 or 10 will play in Mustang American or Mustang National.
6. Drafts will be conducted with the following format:

- A. Managers will draw a number for draft pick order. Teams will pick in alternating order, first pick to last; last pick to first, until all players are chosen.

SECTION VI – Continued: (Item 6)

- B. Manager and coaches freezes will be placed in the appropriate round by the coordinator prior to the draft starting. The round of the freeze will be determined by a vote of all managers and coaches of opposing teams from evaluations.

- C. If you have a freeze in a certain round, you will not pick in that round.

- 7. Each manager must provide a completed draft roster to the player agent at the end of the draft prior to leaving the draft room

SECTION VII – UNIFORMS & EQUIPMENT:

- 1. SPBA will provide a hat and jersey for all players. SPBA will provide 3 hats and 3 jerseys per team for the manager and two coaches.
- 2. SPBA will provide the necessary baseballs and equipment for each team.
- 3. Parents must provide pants, socks, shoes, athletic supporters and other necessary uniform and equipment items.
- 4. Only league approved bats and baseballs will be permitted for use during games.
 - a. Bats allowed for Mustang American and National: Youth league baseball bat with a maximum diameter of 2 ¼”.
- 5. Batting helmets must be worn in all games and practices by batter, base runners and protective face guards are required in Mustang Leagues.
- 6. Shoes with metal cleats are prohibited. Mustang League players may wear rubber molded cleats.
- 7. All players will wear athletic supporters and hard cups are recommended. Catchers are required to wear a hard cup, throat protector and catchers mitt during practice and games.
- 8. No jewelry, watches, earrings, necklaces, bracelets, etc., will be worn during practices or games.
- 9. No player can participate in any game if they have a cast.
- 10. All managers will return all issued equipment, except baseballs, after the completion of the season as per the equipment agreement. Failure to do so is subject to a partial or full forfeit of deposit if equipment is not returned. (Refer to Section IV)

SECTION VIII – GAMES & PRACTICES:

- 1. The schedule of games and practices for the preseason and regular season shall be prepared by the League Coordinator and approved by the SPBA Board.
- 2. The schedule will provide for not less than 2 games per week.

SECTION VIII – Continued:

3. All games must be played at the assigned time as set forth by the approved schedule.
 - a. Make up games will be scheduled by the League Coordinator and will take priority over any scheduled practice time they might replace. Team losing practice time will be notified by League Coordinator.
4. Practice schedules will include times for specific field and specific batting cage practice.
5. Only scheduled practices on approved fields are authorized. Any other locations must be approved by the SPBA Board.
6. A team may be removed from any field at the discretion of a League Official.
7. Regulation games for Mustang League are as follows:
 - A. Innings played: 6
 - B. Time limit: 1:40
 - C. Inning will be completed; however, no new inning can start if time has expired – including Tie games.
 - D. Home team bats only if necessary to determine outcome of game.
 - E. An inning starts when the third out is made at the bottom of an inning.
 - F. A complete game is 4 innings, or 3 ½ innings if the Home team is winning.
 - G. There is a 5-run rule per inning limit.
 - H. No 10-run mercy rule is in effect.
 - I. All games will play to the time limit or maximum innings, whichever comes first.
 - One (1) extra inning is allowed if the game is tied after six (6) innings and time remains within the 1:40 time limit. (One inning only)
 - J. The managers and umpire will meet before the game and synchronize the start of the official game time. (10 mins. Prior to start)
 - Official game time begins after umpire/manager meeting is complete.
 - During the umpires meeting the home team should be on the field and the pitcher should be warmed up. So after the meeting is over the game can begin.
8. No inning shall start after 10:00 pm prevailing time.
9. All players will bat in continuous order and play defensively at least in every other inning.
10. A team must have a minimum of 8 players to officially start a game.
 - PENALTY: Team with less than 8 players forfeits game and is charged with a loss. Teams may choose to play a scrimmage game with the other team loaning players. (Umpires will remain to officiate scrimmage.)
11. Each team will provide a new game ball to the umpire prior to the start of the game.

SECTION VIII – Continued:

12. Each team will be limited to a manager and 3 coaches in the dugout at any time during the game. Managers and coaches must remain in the dugout during the game except while coaching a base, warming up a pitcher, and during time outs.
13. All players must remain in the dugout during the game except to warm up pitchers. Players will be allowed to leave the dugout only after the manager or coaches have been notified.
14. A manager or designated coach must request and be granted a time out by the umpire before being allowed on the field of play.
15. The Home Team will be the official scorekeeper and the visiting team will operate the scoreboard. These duties should be handled by adults representing each team and they will supervise the official score of the game.
 - a. While in the score box, these adults may cheer and encourage their teams, but they must refrain from coaching.
 - b. At game end, the two managers and the umpires will complete and sign the game report form to turn in to the League Coordinator or place the forms in a designated area.
16. The Home Team is responsible for covering the mound after the last game of the night.
17. The Visitor is responsible for putting away the scoreboard brains after the last game of the night.
18. A game may be cancelled prior to the official start of the game by a League Official. Once a game has started, the umpire in charge may suspend the game after consulting a league official.
 - a. Reasons for cancellation or suspension include, but are not limited to, weather, field conditions, or conduct of participants.
 - b. In cases of inclement weather and lightning has been seen, a game will be delayed for 15 minutes. After 15 minutes the game may either be suspended and rescheduled (if less than 4 ½ innings played) or if weather permits, the game may be resumed and completed. At the beginning of the game a game can be delayed for 15 minutes for weather. A maximum of 30 min of delay for a game.
19. The Home team is responsible for lining the field prior to the 1st game of the day.
20. First game of the day (weekday or Saturday): The Home team has the field for practice and the visitors have the cages. Home team relinquishes the field to the visitors 15 minutes prior to game start time. (Lining of the field should already be completed before the visitor team takes the field for warm ups.)
 - a. All other games: Home team has the batting cage 70 minutes before game time for 30 minutes. The Visiting team has the batting cage 40 minutes prior to game time for 30 minutes.
21. Flip drills or soft toss must be conducted at designated stations only. No drills are allowed against the fence.
22. Progression of games:
 - a. Each team is allowed one (1) offensive time out per inning.
 - b. After the 3rd out is played, each team has 2 minutes to take their respective positions in order to keep the pace of the game going and avoid any delaying of game playing time.

SECTION VIII – Continued:

23. **Infield Fly Rule is in full effect for American league (field 3), NOT IN EFFECT for National (field 1).**
24. If a player is injured during a game, they may leave the game and then return if they are able.
25. Any player that is bleeding must be removed from the field. Provide aid to halt the bleeding and clean any blood from the skin. Any blood soiled clothing must be changed, cleaned or covered up (e.g., tape) prior to the player returning to the field. Since blood can carry communicable diseases, this procedure helps reduce the likelihood of an exposure.
26. Practice and games will be halted immediately when thunder is heard or lightning is seen. Play may be resumed when 1) 20 minutes has passed since the last sound of thunder and 2) lightning has not been seen in the area for 30 minutes. Once a game has begun, the umpire may suspend a game for inclement weather. In this case, the game time is stopped and re-started when game-play resumes. The **maximum** delay time shall be one (1) hour (if lightning is seen at the 31st minute the game shall be called [31 min. + 30 min delay = 61 min.]).

During a lightning storm:

- Avoid metal fences, telephone/light poles, dugouts, and trees.
- Move to a sturdy building or hard top automobile and keep the windows up.
- If you feel your hair stand on end or your skin tingle, squat low to the ground on the balls of your feet. Place your hands on your knees with your head in between them. Make yourself the smallest target possible while minimizing contact with the ground.
- Remember, if you can hear thunder, you are close enough to be struck by lightning.

To estimate the distance in miles between you and the lightning flash, count the seconds between the flash and the thunder and divide by five

SECTION IX – PITCHING:

1. Any player on a team roster may pitch.
2. Once a pitcher leaves the position he may not return as a pitcher.
3. Pitching and rest rules by League are as follows:
 - a. MUSTANG AMERICAN:
 1. Two (2) innings per day
 2. Maximum of six (6) innings per week
 3. One (1) calendar day rest after pitching 1 or 2 innings in a game.
 - b. MUSTANG NATIONAL:
 1. Two (2) innings per day
 2. Maximum of five (5) innings per week
 3. One (1) calendar day rest after pitching 1 or 2 innings in a game
4. One (1) pitch thrown (including warm ups) constitutes an inning pitched.
5. If a pitcher pitches in a game without the proper rest rule being satisfied, the game will be forfeited to the opposing team.
6. Manager or designated coach may make one (1) visit to the mound per inning, per pitcher; on the 2nd visit, the pitcher must be replaced.

SECTION IX – Continued:

7. A maximum of 5 warm-up pitches is allowed between innings unless the 2 minute limit has expired. A maximum of 8 warm-up pitches for a new pitcher entering the game during a half inning that has not yet been completed. (A coach should warm up the pitcher while the catcher puts on his gear.)
8. The pitchers shirt under is uniform can not be white or gray. It should be the same color or darker than his uniform.
9. The pitcher should not have anything other than his glove on either of his arms.

SECTION X – STEALING:

1. Official Baseball Rules for stealing is in effect, with the following exceptions:
 - Dizzy Dean base stealing rules are in effect. No lead until after the pitch crosses the plate.
2. Coaches are not allowed to touch base runners while the runner is running the bases.
 - PENALTY: Runner is out.

SECTION XI – BALKS:

1. Official Baseball Rules apply for Mustang American League and balks may be called after a prior warning (one per team per game).
2. Balks will NOT be called for Mustang National League; However, the umpire should tell the pitcher and coach of the balk for teaching purposes.

SECTION XII – FIELD DIMENSION

1. 60 foot base paths
2. 46 Feet pitching distance

SECTION XIII – SPECIFIC LEAGUE RULES:

1. Any runner is out when the runner does not attempt to avoid contact. (i.e., if the defensive player has possession of the ball prior to the runner's arrival, then the runner must attempt to avoid contact. This rule applies to all bases, except 1B and even applies when the force is in effect.)
 - PENALTY: No warning is given and runner is out.
2. Head first sliding is prohibited when moving forward to any base; however, a runner may dive back in to a base.
 - PENALTY: No warning is given and runner is out.
3. If a batter "slings" the bat, then the play stands and the team is given a 'warning' from the umpire. If another batter on the same team "slings" the bat after a warning has been given, then the batter is out, the ball is dead and no runners advance.
 - NOTE: Each team will be given one (1) warning per game.
4. Bunting is allowed and follows the rules of regulation baseball. (No fake bunting and then swinging)

SECTION XIII – Continued:

5. Intentional walks: Manager should inform umpire that they would like to walk the batter. No pitches have to be thrown. The batter automatically takes first base.

SECTION XIV – MISCELLANEOUS:

1. Season ending tournament rules and brackets will be posted prior to the start of the tournament.
2. Summer tournament team selection process will be announced at a manager's meeting.
3. There will be no protest of a judgment call.
 - The umpire's call is final. If there is a dispute of a rule, a time out may be requested from the umpire to discuss the rule in question and it is the discretion of the umpire to grant a time out.
 - The disputed rule can then be noted on the game report form so that it may be reviewed by the baseball board. (Do not include dispute of a judgment call.)
6. All problems, suggestions, and comments should be directed to the League Coordinator, Player Agent, Vice-President, or Baseball Commissioner in that order.