



## Mustang League Rules 3<sup>rd</sup>/4<sup>th</sup> Grade

**All rules will follow Utah Boys Baseball Association (U.B.B.A) rules unless otherwise stated in the rules below.**

### **Game Time**

1 hour 20 minutes for regular season.

### **Bat Rules**

Players are allowed to use up to a 2-3/4" diameter barrel bat. There is no maximum drop rule for the Mustang league.

### **Line Up**

Game clock will start at the scheduled game time. Lineups must be turned in at least 5 minutes before game time. If lineups are not turned in 5 minutes before game time one run will be added to the opposing teams score to start the game. If a game goes over the allotted time the next game will start within 5 minutes.

### **Uniforms**

No metal cleats are permitted!!

### **Weather**

If the game is called for weather or other reasons, the team ahead is declared the winner **IF** 2 or more equal innings have been completed.

### **Batting**

During season play coaches are required to bat everyone and play everyone. No exceptions! During post season tournament play, Saratoga Springs will follow the U.B.B.A State Tournament rules.

### **Base Running/Stealing**

There will be no lead offs or pick offs for regular season or tournament play. This will also continue for U.B.B.A State tournament play. No running on dropped third strikes for Mustang. Pitcher and Catchers are allowed to call timeout if they chase the runner back to the bag.

### **Runs Allowed**

There will be a 6 run offensive limit. The last play will be live. This will allow more than 6 runs to be scored. Once the play is completed teams will switch. No extra innings will be played during the regular season. Games can end in a tie. No new inning will begin after time has expired. IF the home team is batting when time expires, and CANNOT score the necessary runs to win the game, the game will end. Otherwise the game will continue until the home team either scores the winning run or 3 outs are achieved. This is for season play only.

## **Batting/Pitching**

Mustang games will play with a 4 walk rule max per inning. The walk rule is per inning, per team, not per pitcher. Walks are classified as base on balls, not hit by a pitch. If a batter is hit by a pitch, it does not count toward the walk total. After four base on balls, the batter must hit, towards the strike/ball count. If the umpire asks for the pitcher to be removed from the mound, such pitcher must be removed. Walks do not reset for the new pitcher. This rule is for season play only.

## **Mercy Rule**

For all leagues, if a team is leading its opponent by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the team in the lead will be declared the winner.

## **Penalties**

Any team failing to field at least 9 players will be assessed an out in the batting order for each missing player at the place designated by the coach (before the game starts). Game will be declared a forfeit if a team cannot field at least 7 players.

## **Pitching**

Pitchers are allowed 18 outs per week. If a pitcher throws 1 more pitch than 12 outs then such pitcher cannot pitch again until 1 full calendar day's rest. Mustang pitchers can throw a max of 18 outs in one day. Pitchers are allowed 8 warm-up pitches. We will try and start every new inning within 2 minutes from the last out.

## **Pitching Charts**

All coaches are required to sign the pitching chart after their game has been completed. If it is not signed it becomes official with what the scorekeeper has recorded. All pitching must be reported to the tower.

## **Cleats**

**No metal cleats are allowed in Mustang league.**

## **Infield Fly**

The infield fly rule can be called in all leagues. However, it is completely up to the discretion of the umpire in all age groups. All umpire decision are final.

**The home team will take the 3<sup>rd</sup> base dugout.**