

MBSA Playing Rules MBSA **Mustang Division (9-10 year olds)**

Playing Field:

1. Distance from the middle of the pitcher's rubber to the back of home plate is 46 feet 6 inches.
2. First and third base will be 60 feet from the tip of home plate (the back of the plate) to the back of the base.
3. A rectangular batter's box 4 feet wide and 6 feet in length will be installed. All batters must stand inside the box when hitting.
4. The distance from the tip of home plate (the back of the plate) to the middle of second base is 84 feet 10 inches.
5. Fields must be lined 15 minutes before the start of the game when applicable (auxiliary field).

Length of the Game:

1. The MBSA Executive Commissioner has the right to change game start times as he/she deems necessary to accommodate MBSA's game schedule at Monroeville Park West/East or any Monroeville field available. Lights are available at most locations so later start times are possible for all divisions.
2. Forfeit time for games will be 15 minutes after the scheduled start time.
3. Four innings (3.5 in mercy situations) will constitute a legal game. Three and one-half innings shall constitute a legal game if the home team is ahead. A legal game tied is a complete game and will not be rescheduled. In a legal game, if the game is called by the umpire before the end of a complete inning, the game score will revert back to the last completed inning.
 1. Example:
 1. At the end of 4 complete innings the home team is winning 5-4.
 2. The visiting team scores 6 runs in the top of the 5th (score is now 10-5 with the visitors in the lead).
 3. The home team has scored 1 run in the bottom of the 5th, and has 2 outs with no one on (score is now 10-6 with the visitors still in the lead).
 4. It gets very dark and begins to rain very hard.
 5. The umpire calls the game.
 6. The score reverts back to what it was at the end of 4 innings and the home team wins the game 5-4.
4. No full inning will begin 1 hour and 45 minutes after the start of the game. Once the game begins, it is the umpire's responsibility to call the game because of time, darkness, or field/weather conditions.

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5. 2-hour DROP DEAD time limit.
6. Suspended games not yet legal will resume from the point that the game was suspended. Tie games will not be rescheduled.
7. In the event of visible lightning in the vicinity of the field, both teams should discontinue play and seek shelter until 10 minutes past the last lightning strike.

General Rules:

1. Teams will play with 10 fielders, no rovers. A minimum of 9 players are needed for a game to begin.
 - **Penalty:** Game forfeiture.
 - **Exception:** Player loss is due to an injury or illness during the game. If such a loss occurs and the team has less than 9 players, the game will continue and the injured player's spot will be skipped in the lineup. No outs will be given for player removal due to injury or illness.
2. All decisions of the umpires are final.
3. The home team manager will determine if the weather conditions permit the starting of the game. Head coaches should consult the MBSA Executive Commissioner prior to cancellation of any games. Make up games are unlikely based on field availability, or make up games may need to be played on auxiliary dirt fields.
 - If games are cancelled and not made up, each team will get 1 loss.
 - Please attempt to decide one hour before the start of the game in order to give families ample time to adjust travel arrangements.
4. The HOME team is listed second on the schedule.
5. There will be 6 innings in a game. Extra innings will be played if time allows.
6. Scheduling and rescheduling of games will be the responsibility of the MBSA Executive Commissioner. The MBSA Executive Commissioner will schedule any playoff games. When applicable, the league commissioner will be responsible for reporting any games needing rescheduled to the MBSA Executive Commissioner.
7. Only 4 coaches, including the head coach, are allowed on the bench during a game.

Exception: An exception to this rule will be made in certain circumstances and should be discussed with the MBSA Executive Commissioner prior to game time. The MBSA Executive Commissioner will then communicate that an exception was made to the head coach of the other team.

If a parent/MBSA member has volunteered to manage the bench during the game, this will NOT count as a coach and may assist as needed.

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Playing Rules:

1. Stealing bases is allowed. NO LEADS. Runner is permitted to leave the base only after the ball passes home plate.
 1. Leaving early — If the runner leaves the base early:
 1. On the 1st occurrence for a team, the team will get one team warning from the umpire.
 2. Runner must go back and pitch is to be taken over (defensive team has the option of waiving the pitch being replayed).
 3. On subsequent occurrences of the runner leaving early, the runner is **OUT** and pitch is to be taken over (defensive team has the option of waiving the pitch being replayed).
 2. Base runners may steal two bases per batter.
 1. Example: If the runner on first steals 2nd base on the first pitch to the batter, the runner, now on 2nd, cannot steal 3rd until the next batter in the lineup comes to bat.
2. Stealing of home: **NOT PERMITTED**.
3. Once a runner is on 3rd base, he cannot come home unless by means of a batted ball, a walk, or a hit batsman.
 1. If a play is made on the runner, an attempt can be made to advance home.
 1. For example, if the catcher throws the ball back to the pitcher and the pitcher throws to 3rd to try and obtain a tag out but overthrows 3rd base, that runner may advance home legally.
4. A runner attempting to steal home is “on his own” and can be thrown out. If the runner is called out at the plate, he is out. If the runner is safe, he must go back to 3rd base.
5. There are NO extra bases awarded on an overthrow during a steal. Once the runner gets to 3rd base as a result of a steal attempt, the runner must remain at 3rd base.
6. **No** infield fly rule.
7. If a ball is thrown out of play, runners will advance one base as a result.
 1. On a ball thrown out of the field of play, runners are awarded the base they were attempting to gain plus one extra base.
8. There will be a mercy rule in effect. A team will be declared the winner of the game if they are ahead by:
 1. 15 after 3
 2. 10 after 4
 3. 8 after 5
9. An inning consists of 3 outs or 4 runs scored, whichever comes first. Continuation is allowed so long as the runs are a result of a batted ball that is played until play is dead.
 1. There is no maximum run limit in the 6th inning for either team.

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10. Free player substitution except pitchers.
11. All available players must play a minimum of 4 innings in the field for each game.
 1. Coaches should make every attempt to move players around while also considering safety.
 2. Coaches should consider ensuring each kid has an opportunity to play the infield and outfield each game unless the safety of that player is in question.
12. A continuous batting order will be used. Late arriving players will be placed at the bottom of the order.
13. Unlimited advance on an overthrow is allowed to any base, including home, except when stealing a base.
14. Once the pitcher has possession on the rubber, the ball is dead.
15. Head-first slides are prohibited; the offending player will be called out. Sliding into first base, while not illegal, should be discouraged.
 1. Head-first slides are an automatic out.
16. If in the umpire's judgment, a runner intentionally runs into a fielder to avoid a tag or to jar the ball loose, the runner will be called out. Runners should slide on close plays at the plate to avoid dangerous collisions.
17. No batter shall throw the bat at the end of a swing.
 1. Penalty: The umpire will make this call.
 1. First offense: Player warning.
 1. Player warning will carry throughout the game.
 2. Second offense: Batter is out.
 2. Scorekeepers for each team should mark the warning in the scorebook and enforce the rule if called.
18. Batters and base runners must wear helmets. Catchers must wear full equipment including a cup.
19. Bunting is permitted. Any player who attempts a bunt should be properly instructed by a coach before attempting to bunt in any game.
 1. Faking a bunt and swinging away is NOT permitted. The play will be called dead and the batter will be out. Fake bunting is permitted so long as the batter does not swing after faking the bunt (i.e., taking a pitch).
20. The dropped third strike rule does **not** apply.
21. Courtesy runner only for the catcher anytime.
22. Batting out of order will result in an out. This situation must be addressed before the next batter in order is thrown a pitch.

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Pitching

1. Following 3 walks, the coach will come out and pitch the remaining **strikes** to the batter of the 3rd walk.
 1. **Example:** If the batter walks with a count of 4–1, the coach will pitch 2 pitches regardless of quality.
 2. Foul balls continue the at bat.
 3. The 3rd walk will not walk and must either hit or strike out.

NOTE: The walk rule only applies to the regular season only. In playoffs, this rule does not apply.

2. **FOR Regular Season only:** Pitchers may **NOT** throw more than 1 inning in a game
 1. **Example:** If a pitcher starts an inning and the batting team scores 4 runs with only one out recorded, the pitcher will be charged with three outs from a pitching perspective. Additionally, if he is replaced after 1 or 2 outs, he is only charged with those outs while the remaining outs are charged to the relief pitcher should 4 runs be scored.
3. **FOR PLAYOFFS:** A pitcher reaches 6 outs or 55 pitches
4. The following pitch counts and rest days will be strictly enforced:
 1. 1–20 pitches: 0 days rest
 2. 21–35 pitches: 1 day rest
 3. 36–50 pitches: 2 days rest
 4. 51–65 pitches: 3 days rest
 1. 55 pitch max per pitcher per game
5. A player may be removed from pitching and placed at another position **EXCEPT** to pitch again in the same game (pitching must be consecutive in each game).
6. One pitch in an inning will constitute at least one out pitched.
7. If a pitcher warms up on the mound during a game, he must pitch one pitch and will be charged at least one out for that game.
8. The pitcher must be removed if he has hit 2 batters in an inning or 3 batters in a game.
9. Any pitcher, by the umpire's judgment, who intentionally throws at a batter will be ejected. The umpire and opposing manager will submit in writing to the MBSA Executive Commissioner (commissioner@mbsagators.com) the violation and the circumstances that will be reviewed for disciplinary action.

Equipment:

League equipment will be issued to each team manager who will be responsible for its return.

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Players must be always in full uniform. Hats are considered part of the full uniform, but if a child arrives at the game without it, opposing coach will be notified as such and the child will be allowed to play.

We encourage all coaches to enforce a "tuck it in" rule. All jerseys should be tucked in for the entirety of each game played.

Pitchers are not allowed to wear wristbands, jewelry, or a batting glove under their fielding glove. These are distractions to the batter. If inclement weather is a problem, the uniform jersey must be worn outside all other clothing. All non-pitchers, although permitted to wear batting gloves and wristbands, are not permitted to wear jewelry.

Players are allowed to use their own bats provided they meet MBSA specifications (2 5/8" Max) USA Baseball Stamped.

Intentional and flagrant throwing of equipment - automatic ejection.

Sidelines:

1. No throwing balls on the sidelines. (Except for pitchers warming up)
2. All players must be always under control. Assign an adult to control your bench and maintain control of your players when your team is at bat. We suggest you have parents assist with the batting order, positioning players on the field, and helping players with equipment and generally encouraging these young children.
3. Under no circumstances during a normal game situation should a coach touch a player while the ball is in play. This includes pulling a player back onto a base or pushing him towards a base. Only voice and hand signals are permitted.
4. The umpire will decide if the situation interfered with the outcome of the play. It will be the umpire's judgement to call the player out or safe in those situations.

General Conduct:

Please remember these are children - raise your voice, but **no swearing**.

You are not babysitters but are volunteers giving your time and effort to your children and your neighbor's children. The rules protect you, the children and the game. Make sure there is always an adult present who will be responsible for each child, otherwise the child does not play. How will you deal with an emergency on the field if a parent is not present? Insist on parental involvement and follow the rules.

1. Any player, coach, or parent who provokes or participates in a fight either before, during, or after an MBSA game will be subject to a disciplinary review by the MBSA Executive Commissioner and the established disciplinary committee. Any manager, coach, or parent who is ejected by an umpire will immediately cease the argument and leave the field of play. Both managers must report all incidents in writing to the MBSA Executive Commissioner (commissioner@mbsagators.com) within 24 hours after game completion.
2. All managers will control their players so as not to harass or hinder other players, coaches, or umpires. Coaches are responsible for their own benches and fans.
2. **Miscellaneous:**
3. Field specific ground rules will apply as agreed upon, prior to each game, during the umpire conference at the plate.
4. Managers or coaches must not leave the field until all participating players have been picked up and/or have rides home.
5. Home team is responsible for providing two game balls to the umpire.

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6. No manager, coach, player, or fan will be allowed behind the backstop. Managers and umpires are responsible for enforcement and umpires have the right to hold up the game.
7. Alcohol and smoking is prohibited.

Call Ups

1. A coach pitch player may be called-up to play in any game if a team has less than 9 players for that game (8 or less). That player, or players, may not pitch, must play the outfield, and bat last in the order. Once a team reaches 10 players for a game, no further call-ups are permitted for that game.

Protests:

1. A protest may be considered by an appointed Protest Committee of the MBSA Executive Commissioner (or designee) when based upon a violation or interpretation of a playing rule. To begin the process for consideration, the following must occur: the game stopped at the occurrence, the protest noted in the official scorebook (home team scorebook), and signed by the umpire with phone number. A written protest must then be filed to the MBSA Executive Commissioner and, when applicable, the League Commissioner within 48 hours for evaluation.

Monroeville Baseball & Softball Association
Mustang
Pending