

MUSTANG RULES

GOAL

1. To provide nine (9) & ten (10) year old boys and girls with the opportunity to learn and play organized baseball.
2. Emphasis will be on teaching and learning the fundamentals of baseball following the NDHBL Rules and Regulations.

FIELD

1. Base lengths are sixty (60) feet and pitcher's mound is forty six (46) feet from home plate.

LENGTH OF GAMES

1. Games will have a 2-hour time limit from the start of the game. Establish the game start time with the umpire.
2. For 6:00 PM games: each game will consist of 6 complete innings if time allows; No inning will start after 8:00 PM in the condition that there is an 8:00 PM or 8:30 PM game, regardless of the game start time. Teams may go into extra innings if the score is tied and time allows.
3. For 8:00 PM games: each game will consist of at least 6 complete innings; No inning will start after 10:15 PM (**10 PM on School nights**), regardless of the game start time. Teams may go into extra innings if the score is tied and time allows.
4. Each half inning will conclude with 3 outs, or batting through the line-up.
5. Each team will bat their line-up per inning. For example, if the Tigers have 10 players show up for the game and the Braves have 12 players show up for the game then the Tigers may bat 10 players per inning with less than 3 outs and the Braves bat 12 players per inning with less than 3 outs. No batter shall bat more than one turn in an inning.

COACHES

1. Must be approved by the Governing Board of NDHBL.
2. Coaches will set a good example of sportsmanship for all players, spectators, and umpires.
3. Coaches must call all team members to notify them of the time and place for all practices, games, make up games, and all other events, in a timely manner.
4. No team member, coach or spectator may dispute an umpire's call. This rule will be strictly enforced. Any abuse of this rule can lead to the coach, player or spectator suspension or dismissal by the governing Board.
5. The coach for each team will meet with the opposing coach prior to the game to exchange batting orders and to discuss ground rules. Batting orders are to be written prior to this meeting.
6. If you are playing at Field of Dreams, you are responsible for returning all bases to the equipment room and place them on the wall in the proper way. You are also responsible for cleaning up trash on your field and emptying the garbage cans. Failure to do so will result in a forfeit of the game just played.

OFFENSIVE RULES

1. All players MUST be placed in the batting rotation, and MUST bat in proper sequence. Batting orders cannot be changed after the game begins, unless a player is unable to complete the rest of the game.
2. Once the pitcher has stepped on the rubber with the ball in his possession, runners who leave the base before the ball reaches or passes the catcher will be warned and the pitch will be a dead ball. Each team will receive one (1) warning per game then the runner will be called out. This will be a judgment call by the umpire.
3. The player who is issued a base-on-balls may not advance past 1st base until the next pitch reaches home plate.
4. Ball must reach home plate before a runner can steal.
5. Players may advance one base on a steal per pitch. Players may not advance home while a play is being made on a steal.
6. Strike 3 is an automatic out, whether the ball is caught or not.
7. Stealing of home plate is not permitted under any circumstances.
8. Bunting is allowed. No more than six (6) bunts per game. (One bunt per inning, one bunt per child per game.)
9. If a player throws a bat, that batter will be called out after one warning per team. Runners will not advance if the batter is called out for throwing the bat.

DEFENSIVE RULES

1. The defensive team must field ten (10) players, with the tenth player positioned in the outfield.
2. **No player will sit for more than one more inning than any other player on the team.**
Clarification: No player may sit for more than one inning while there are players on the team who have not sat for one inning. No player may sit for more than two innings while there are players on the team who have not sat for two innings. No player may sit for more than three innings while there are players on the team who have not sat for three innings.

PLAYER CONDUCT

1. Players not in the field, batting, or in the on deck circle must stay on the bench at all times.
2. There will be absolutely no harassment of opposing players. Penalty is player, coach or spectator removal from the game.

PITCHING RULES

1. No curve balls
2. No intentional walks
3. Pitchers may pitch a maximum of six (6) innings per week.
4. Pitchers cannot pitch more than three (3) innings per game.
5. Pitchers must have at least forty (40) hours rest between outings.
6. One (1) pitch constitutes an inning.
7. NO BALK RULE
8. Violation of these pitching rules will subject the game to be forfeited and the coaches dismissal.
9. If a pitcher hits three (3) batters in a game or inning, he must be removed, but allowed to stay in the game and play another position. This does not mean he cannot pitch the next game.

PLAYOFFS: Subject to number of teams in the league

1. Teams will play off for league champion trophies.
2. Seeding will be determined through the tie-breaker rules as follows:
 - Overall record.
 - Head to head based on first scheduled meeting.
 - Least runs allowed among teams involved.
 - Run differential between tied teams (+ high number = higher seed).
 - Coin Toss.
3. Playoff pitching rules will be the same as the regular season.

TOURNAMENT TEAMS

1. Only one (1) tournament Team per Division.
2. No more than 12 players per Tournament Team.
3. Each team in the division will nominate three (3) or more players for the Tournament Team. More players can be nominated depending on the number of Mustang teams in that year. The Division Director will determine the coaching staff for the team.
4. If there is not a coach that is interested in coaching the Tournament Team, there will not be a team for that year. Division Directors are allowed to be the Tournament Coach.
5. If a player cannot compete in a Tournament Game he may be replaced by an alternate as long as the alternate is from the same divisional team as the player he is replacing. The Director must be notified of any changes in the Tournament Roster twenty-four (24) hours before the game.
6. Absolutely NO Travel players allowed on Tournament Teams.
7. Each player must play three (3) innings.
8. Nine and ten year old players may compete on the Tournament Team.
9. No player brought up or held back is eligible for the Tournament Team.
10. All expenses are the responsibility of the Tournament Team, including entry fees.
11. All jerseys MUST be matching. NDHBL has a signature jersey that is to be used, but the cost is the responsibility of the player.

GENERAL RULES

1. Injured players must be attended to immediately. All play must stop if the injury appears to be in the slightest way serious. The player's parents must be contacted immediately. An accident report must be filled out immediately at the concession stand. Base runners shall be awarded bases at the umpire's discretion.
2. **NO ALCOHOL OR DRUGS WILL BE ALLOWED ON OR NEAR A PLAYING OR PRACTICE AREA. ANY VIOLATION OF THIS RULE BY A COACH, PLAYER OR SPECTATOR WILL LEAD TO IMMEDIATE SUSPENSION AND/OR DISMISSAL BY THE GOVERNING BOARD.**
3. All rules not covered above will be covered under Pony Baseball Rules.
4. There is no smoking on the Playing Field, or in the Dugout.
5. **MERCY RULE:** Ten runs (10) after four (4) complete innings, three and a half (3 ½) if the home team is winning.
6. Teams can play with eight (8) players. Seven (7) or less is a forfeit.
7. Any violation of the before mentioned rules may result in forfeiture of that game.

8. If a player leaves the lineup because of an injury or ejection, the batting position will NOT be considered an automatic out. The player will not be eligible for re-entry into the lineup. The opposing team will be notified.
9. If a player is skipped because he is unavailable to bat, not because of injury or ejection, his team will accept the out and the player will continue to participate in the game. The opposing team will be notified.
10. **Score, pitchers and innings pitched per pitcher must be reported by each team to ensure fair play. Score book must be signed in ink by coaches of both teams next to the pitchers of record for that game, in BOTH score books.**
11. **Coaches from the opposing team may review your teams current week's worth of pitching at any point during a game.**
12. **Each team must identify players sitting the bench to the other team prior to the first pitch for that inning.**

HAVE A GREAT YEAR AND GOOD LUCK TO ALL OF YOU!!!

REMINDE YOURSELVES AND YOUR PLAYERS:

GOOD SPORTSMANSHIP!!