

2011 BGRA RULES & REGULATIONS

MUSTANG LEAGUE (3rd Grade)

Mustang League is an instructional league, with player pitching that parallels older leagues as closely as the age of the player permits. Players play in every game, and play a minimum of four innings in the field when a full six inning game is played.

Base running is restricted and base stealing is introduced on a limited basis. The players can learn the fundamentals of hitting, where to throw the fielded ball, when to look for the double play and the basic rules of the game.

Batting Rules

1. The infield fly rule shall not apply.
2. Roster batting shall be used. Roster batting consists of placing all players in a sequential batting order regardless of the number of players present. All players will bat when their turn in the order is reached whether or not they are currently playing in the field.
3. Base runners may steal 2nd and 3rd bases only after 2 outs and a new batter is at the plate, and may not leave the bases they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with the ball in possession, runners who leave the base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered a dead ball.
4. The batter runner may not advance to first base on a dropped third strike. The only way a runner may score is:
 - a. Batter receiving a base on ball with bases loaded.
 - b. Batter being hit by a pitched ball with the bases loaded.
 - c. Continuation of a batted ball.
5. In the event the base runner crosses home plate by any means other than described above he shall be automatically out.
6. The "Lead Runner" may NOT ADVANCE TO THE NEXT BASE after a defensive player has forced the lead runner back ONTO THE BASE previously touched. The lead runner is frozen to the base until the ball is put back into play.
7. A team warning will be given to a team in which a player throws his bat. Any subsequent thrown bat by the warned team will be an automatic out. If necessary, have the players carry the bat to first base.
8. Bunting is permitted. However, if a batter fakes a bunt and then swings, he/she is automatically out and the pitch shall be considered a dead ball.
9. No team shall score more than 10 runs in one inning. When 10 runs are scored, the team shall change sides even though there are not three outs.

Pitching Rules

- A. Any team member may pitch, subject to the other restrictions of the pitching rules.
- B. The following rules relative to the number of innings pitched per game and the number of pitches per game (deliveries to home plate) should be adhered to. Any violation of these rules is subject to the disciplinary actions noted in the "ineligible player" section of the rules.
 1. Mustang pitchers will not be allowed to start another inning if they have thrown 60 pitches. Each scorekeeper will be responsible for counting the pitches for both teams. Scorekeepers should confirm the score and pitch count with each other between each inning.
 2. Mustang pitchers shall not be allowed to pitch in more than two innings per day and 5 innings per week
 3. Mustang pitchers, when pitching in more than one game on the same calendar day, may pitch any combination of innings in those games, provided they do not pitch more than 2 innings

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- C. As soon as a pitcher delivers one pitch to a batter, the pitcher shall be considered as having pitched in one inning.
- D. A pitcher who is removed from the mound shall not be permitted to return to the mound as a pitcher in the same game.
- E. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are regular league games, the playoffs, postponed games, suspended games, or tie games.
- F. If a relief pitcher comes in "cold" the umpire shall allow the pitcher to warm up with as many pitches as reasonably required (at least 10). If a pitcher is returning to the mound he may only have 5 warm-up pitches at the start of the inning.
- G. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to penalties outlined in the section on Protest and Penalties.
- H. Pitching distance shall be 42'-0" from the front of the pitching rubber to the back point of home plate.
- I. The strike zone shall be from the bottom of the batter's knees to their shoulders.
- J. Pitchers shall not pitch deliberate curve balls. The plate umpire shall call each curve ball a "ball" and give notice to the pitcher. Deliberate violation of this rule requires the umpire to remove the pitcher from the mound.
- K. The balk rule shall not apply.
- L. After a pitcher has hit 3 batters in a game, he must be removed from pitching.

LENGTH OF GAMES

- A. Regulation games shall be six innings. When a game is tied at the end of regulation length, it shall go into extra innings until a decision is reached or the game is called by the umpire.

B. Complete Game:

- 1. If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three and a half innings than the visiting team has scored in four complete innings. Any time after the fourth inning should a game be called for any reason the score reverts back to the last completed inning unless the home team has taken the lead in the bottom half inning or if the home team has tied the score it is a suspended game. If the score is tied from the above situation the game is replayed at the point play was stopped. The only exception to this is a league championship and semi-championship game, when the game will be played to completion. If the game should be suspended, all rules for a suspended game apply. Once the game is suspended, and the score is such that the losing manager chooses not to continue the game, then the other team will be declared the winner. Slaughter rules apply to these championship games.
- C. If a game is called for any reason before it is a complete game, as described in paragraph B, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by the League Director.

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D. Suspended Games

1. In the event of a suspended game:
 - a. Pitching statistics and substitution rules shall apply toward the original game day and week. However, no violation of the number of innings pitched for the week in which the game is replayed may occur.
 - b. Any ineligible players (team players or called up players) who were not in the original game may enter the resumed game provided he or she enters in the vacated position of the person not there, in the event one of the players is a team player and one is a called up player; the team player must bat in the next vacated position in the batting order from the point of the game being resumed.
 - c. If, when the game resumes there are more than the number of players in the original game, the additional player shall bat after the last player listed in the original batting order.

E. Slaughter Rule

If a team is leading its opponent by at least 10 runs after four or more equal innings have been played or after three and one half innings if the team second at bat shall have a 10 run lead in the end of its third inning, or before the completion of its fourth inning, the game shall be terminated and the team in front declared the winner.

F. Postponed Game

Managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the League Director, or his fully designated representative (usually the umpire) shall make the determination. The only normal reason a game may be postponed would be weather condition. However, exceptional circumstances may postpone a game if in the opinion of the League Director such action would be in the best interest of all concerned. All such requests must be directed to the League Director. Once the game starts, the umpire will be responsible for postponing a game.

G. Delayed Games

1. In the event of back to back games during the week and weekends, the following procedures shall apply if rain or field conditions cause cancellation of earlier games. Or if games run past the scheduled starting time of the next game:
 - a. If a game is delayed more than thirty minutes after its scheduled starting time, that game shall be postponed and if possible, the remaining games will be played.
2. No pitch shall be thrown after 7:45 on any lighted fields, for an early game.
3. No pitch shall be thrown after 10:20 pm on any lighted fields, for a late game.
4. On fields without lights, no inning may start after 7:30 pm from the beginning of the season to and including May 15th. From May 16th to May 31st no inning may start after 7:45 pm. From June 1st through the end of the season (including playoffs) no inning may start after 8:00 pm.
5. Safety is the prime concern of the kids, an umpire may call the game at anytime there is a concern.

H. Speed-Up Rule

1. A mandatory speed up rule will be in effect; with two outs, the catcher who will catch the next half inning will come in off the base to get the gear on and will be replaced by the last out. Any team who replaces the runner and does not have the removed player catch after their at bats will forfeit the game. In the last inning only the catcher who caught the previous inning may be removed and only if that player will catch after that teams at bat.
2. The team taking the field after the last out must get players into their positions in a timely manner.

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INTENTIONAL CONTACT BY BASE RUNNER

- A. A runner must slide only to beat the throw or avoid the tag. A runner does not have to slide into home plate or any base if there is no play on the runner. There is no play unless the catcher or infielder has possession of the ball and is in a position to make the tag or reasonably catch, reach and make the tag. A runner will not be called out when there is no contact.
- B. A catcher or fielder not having the ball must concede the base path to a runner. If the catcher or fielder contacts the base runner without possession of the ball away from home plate or the base, it shall be called obstruction on the catcher or the fielder and the runner awarded the base.
- C. A base runner who intentionally contacts the catcher or fielder for the purpose of separating the catcher or fielder from the ball will be called out. If the umpire feels contact was intentional the runner will be removed from the game.
- D. If the runner collides with the catcher after crossing the plate, the run will count. If the umpire feels contact was intentional and flagrant the runner will be removed from the game.

PLAYERS AND SUBSTITUTIONS

- A. All Leagues in any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or is ejected from the lineup by an umpire, a player who is otherwise eligible to play, shall be used for a substitute. In the event a team does not have an eligible substitute as described above and cannot field nine players after the game has started, that team may continue the game with eight or less players. However, when the player or players removed from the game are due to bat, an automatic out will be declared.
- B. Withholding a player from a game for disciplinary reasons must be approved by the league director prior to the game.
- C. Any manager who feels he has a player who is physically unable to play the game safely, must notify the League Director. At game time (prior or during) the opposing manager must be notified. Any manager who deliberately omits any player from a regularly scheduled game without previously contacting the League Director will forfeit the game and be subject to suspension or other action as determined by the Board of Directors.

D. Adding Players

- 1. If a team cannot field nine players from their roster for a regular season game, the manager may bring up from a lower league a maximum of four players. If players are brought up from a lower league the manager must:
 - a. Obtain the permission of the player's manager; failure to do so may result in forfeiture of game.
 - b. Not use the player brought up as a pitcher or catcher.
 - c. Not play the player over a regular team player. If a regular team player arrives at the playing field after the game has started, the player that is late cannot enter the game until after the third inning is completed and in accordance with league substitution rules. A called up player must play a minimum of three innings if that player starts the game.
 - d. Added players must bat in lineup after all regular team members.
 - e. Obtain the permission of the player's parent or guardian if under the age of 18.
- 2. If a player or players needs to be called up to Mustang, the player must come from Farm.
- 3. Players who are brought up to play in another league shall be limited to playing in a maximum of 3 games for any one team during the course of the season including playoffs.
- 4. Players who are brought up to play in another league are also limited to playing a maximum of seven games in any league other than their own.

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5. Any team violating the above rules in section D, except as stated, shall forfeit all games in which the above violations occurred.

E. Dropping Players

1. No player will be dropped from a team during the season without the consent and approval of the Board of Directors.
 - a. A player may be dropped who has moved from the area.
 - b. A player may be dropped if he does not conform to the league rules and regulations.
 - c. A player may be dropped if he shows lack of interest and desire to participate.
 - d. Verbal and written confirmation of such action will be given to the parents after all factors are considered by the board.

POST-SEASON TOURNAMENTS

The positions for post-season tournaments are not seeded but randomly picked before opening day.