

DANNY SMITH MEMORIAL PARK CORPORATION
MUSTANG LEAGUE BASEBALL RULES

1. Field Preparation & Equipment

- a. Bases shall be set 65' apart.
- b. Pitching rubber shall be set 46' from home plate (measured from rear point (apex) of plate to front of rubber). A portable mound will be used.
 - Maximum pitch count for an individual player shall be 60 pitches per game.
- c. The home team is responsible for preparing the field for play before each game. This includes lining the field and placing bases. If it is the last game of the day, the home team shall be responsible for storing field equipment, turning off lights and locking equipment buildings.
- d. The visiting team is responsible for connecting and running the scoreboard and, if it is the last game of the day, returning scoreboard equipment to the concession stand. A parent makes an ideal candidate for this task.
- e. Each team is responsible for removing their own equipment, trash etc. from the field and dugouts. Teams should attempt to vacate the field and dugouts promptly to allow teams in subsequent games to take the field and warm up.
- f. Both teams are responsible for covering the mound after the last game of the evening. Tarp and tires are located in the field shed.
- g. A hard baseball, supplied by the league, will be used for league play.
- h. Catchers must wear appropriate protective equipment, either supplied by the league or their own (helmet, face mask, chest protector, and shin guards).
- i. NO BIG BARREL BATS PERMITTED. **Bats with barrels over 2-3/4" in diameter are not allowed.**
- j. Metal cleats or spikes are not permitted.
- k. Players must wear batting helmets when on-deck, at bat, and running the bases.
- l. Defensive players should wear hats in the field.

2. Pitching Rules

- a. Kid pitching shall be done overhand from the pitching rubber.
- b. Players may pitch no more than 2 innings per day.
 - There are NO WALKS. A pitcher that throws four balls to a batter will be replaced during that at bat by a coach from either team (in the event one team needs help with pitching). The coach pitcher shall inherit the count of balls and strikes from the kid pitcher (for example: if the count is 3-2, the coach inherits that count).
 - The umpire will continue to call the at-bat with the coach pitching. The coach pitcher cannot walk a batter. The batter will have the remaining number of strikes to put the ball in play or will be deemed out.
 - The batter will not advance to first in the event the batter is hit by a coach-pitched ball. In the event a batter is hit by a coach-pitched ball that pitch does not count as one of the pitches remaining in the at-bat.
- c. Innings pitched must be consecutive.
- d. A pitcher returning from the previous inning is allowed a max of 5 warm up pitches to begin their second inning. A new pitcher is allowed a max of 7 warm up pitches. Umpires are responsible for monitoring to make sure play continues.

The final inning of the first game of a double-header and the first inning of the subsequent

game shall be deemed “consecutive” for purposes of this rule.

- d. The Board encourages the development and utilization of younger pitchers.
- e. One “live” pitch thrown in an inning shall count as a full inning pitched.
- f. Balks should be pointed out by the umpire for educational purposes only. The umpire shall not stop play to point out a balk. The runners do not advance and the pitch and any subsequent hit or play are live.

3. Other Playing Rules

Coaches should be transparent in encouraging batters to swing at pitches in the strike zone.

- a. Free substitution is allowed at all positions other than pitcher. Pitchers are subject to the rules set forth above.
- b. Each team must field a minimum of six (7) players within fifteen (15) minutes of the scheduled start time of each game. Failure to do so results in forfeit. In the event of such a forfeit, teams are permitted to play a “scrimmage” game.

Substitution players are permitted to help get a team to nine players. The sub player must be someone currently playing for Danny Smith Park. Ideally, a sub player comes from a team in the Pony division. Teams may also field an opposing team’s player in an outfield position, with the approval of the opposing team to fill a space. Any other substitution circumstance must receive approval from the Danny Smith Memorial Park Board of Directors. No exceptions.

- c. If a team plays with fewer than eight (8) players, they may, at the option of the opposing coach, be assessed not more than one (1) out per batting rotation at the end of the batting order. The opposing coach wishing to impose the assessed out must invoke the option to do so before the start of the game. If this rule is not specifically invoked by a coach, it shall not be applied and no automatic out assessed. The umpire is not responsible for alerting a coach to the option to invoke the rule or to inquire if a coach wishes to assert it.
- e. There is no limit on runners advancing on an overthrow. Runners shall be awarded the next base on a thrown ball that goes out of play.
- f. Strike three (3) are live balls and runners may advance.
- g. A batter is out on the third strike and may not advance under any circumstances, including if the ball is dropped by the catcher (i.e. no “dropped third strike” rule).
- h. The umpire, and only the umpire, may call time-out if, in the umpire’s opinion, play has stopped or stalled. This is to prevent unsportsmanlike and game-delaying base-running tactics (e.g. dancing or attempting to bait fielders into making throws).
- i. Base runners must slide feet first at all bases and home plate. A player sliding head-first shall be called out. Diving back to a base on an overrun or a pick-off attempt by a catcher is permitted.
- j. Runners must slide into home any time there is a play at the plate. Catchers shall not obstruct home plate unless in the act of fielding or receiving the ball or making a tag on the runner. Runners shall attempt to avoid contact with the catcher at home and shall not attempt to “run over” a catcher to knock the ball loose in a play. If, in the umpire’s judgment, a runner could have avoided contact and failed to do so, or failed to slide with a play at the plate, the runner shall be called out.
- k. There is no infield fly rule.
- l. Each team is permitted to play six infielders and four outfielders defensively. Outfielders must remain on the grass until the ball is hit. Outfielders may play approximately left field, left center, center, right center, or right field positions.
- m. Each team shall bat its entire roster, in order, before returning to the top of its batting order, irrespective of whether a player played in the field that inning.

4. Umpiring, Time and Scoring Rules

- a. One umpire shall be used for each game. At its discretion, the Board may employ two umpires, in which event the home plate umpire shall be the head umpire. Umpires will make all calls. An umpire's judgment calls are final and not subject to challenge. Challenges or protests concerning application or interpretation of the rules shall be made to the Board.
- b. All games should start at the scheduled start time. In the event of delay, the home plate umpire shall determine the actual start time. The home plate umpire is the official time keeper.
- c. If an umpire is not available, coaches for the offensive team shall umpire that half of the inning, maintain pitch counts, et cetera. The head coach of the home team will declare the actual start time of the game prior to the first pitch being thrown.
- d. Teams are not guaranteed infield warm-up prior to games. When time permits, infield warm-up time should be shared evenly between the teams.
- e. Games shall be five innings in length, subject to the time limits set forth herein. In the event of a tie, extra innings may be played, also subject to time limitations. A regular season game may end in a tie due to time limits.
- f. **Time Limits in Regular Season Games:** No new inning shall be started more than ninety (90) minutes after the **actual start time** of the game, as determined by the umpire. All innings that are started shall be played to completion.
- g. **Tournament games are not subject to time limits.**
- h. Games will be declared complete if, after four (4) or more complete innings (3-½ if the home team is ahead) the game is stopped due to weather conditions. If fewer than 4 (or 3-½)innings have been completed, the game will be rescheduled (calendar permitting) and resumed at the point it was stopped, as opposed to being restarted.
- i. There shall be a cap of five (5) runs per team per inning, except in the final inning of the game which shall be an uncapped "open" inning. The umpire shall declare the open inning prior to either the 5th inning **or** what the umpire determines to be the final inning of the game based upon time limits. The open inning is not guaranteed. If extra-innings are played in the case of a tie, those innings shall be "capped" at five (5) runs per inning. j. There is no "mercy" or "runs ahead" rule (e.g. 10-run rule).

5. Participation and Sportsmanship Rules

- a. No player may sit defensively for more than one inning (three outs in the field) unless every other player on the team has sat defensively for one inning, i.e. all players must sit one inning before any player may sit two innings. Exceptions shall be made for injury or illness.
 - b. Teams shall roster bat, meaning every player in attendance shall bat in the batting order. Exceptions shall be made for injury or illness.
 - c. Baserunners should not "dance" or attempt to bait fielders into throws.
 - d. Trash talking, abusive language, vulgarity and unsportsmanlike conduct are unacceptable at Danny Smith Park. Players, coaches, parents or fans engaging in this conduct may be removed from the Park or subject to other sanction at the discretion of the Board.
6. The Board may interpret, change, modify or suspend these rules as deemed necessary.

****NEW FOR 2024**- DOUBLE BASE AT FIRST RULES AND PROCEDURES**

- (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the orange section without first touching or bouncing over the white section shall be declared foul.

(b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.

NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.

NOTE: 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. Therefore, the batter-runner is declared out.

(c) Whenever a play is being made on the batter-runner, the batter-runner must use the orange section on his/her first attempt to tag first base. NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base. PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.

(d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base. PENALTY: If properly appealed, the runner is out.

(e) If the batter-runner collides with the fielder who is only on the white portion of the bag attempting to catch the ball, it is **interference. The runner is ruled out.**

If the fielder is only standing on the orange portion of the bag and there is a collision prior to the fielder catching the ball, it is **obstruction. The runner is ruled safe.**

If both players are doing what they are supposed to do and there is a collision, it may be incidental contact and no penalty assessed.