

Mustang Division Rulebook

The playing rules contained in this document strictly govern the operation of Briarcliffe Youth Baseball. These rules were designed to provide safe, instructional baseball to all players in the Briarcliffe program. **As coaches, commissioners, and board members, it is your responsibility to ensure compliance with these rules as approved by the elected board.**

These rules are to be in full force and effect with no exceptions.

The rules are re-evaluated each year and voted on by the Briarcliffe Board of Directors. Contact your division commissioner or an executive board member for any interpretations or suggested changes.

The Mustang Division is developmental baseball for 3rd and 4th grade players; this league features an introduction to stealing and a continuation of competitive play (scoring, standings, postseason, etc.). Teams are chosen by draft.

All teams must use the GameChanger application to facilitate team communication, player RSVP's, and game scoring. Additionally, managers are required to adjust settings so that families can only see the statistics of their own player. Sharing individual player stats with all parents is prohibited.

Rule 1: Bench & Field Conduct

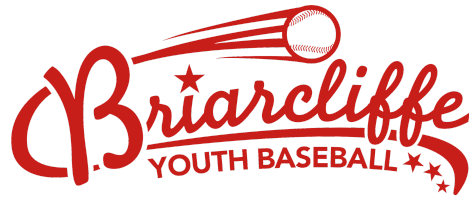
1-1 There will be no outspoken criticism of any umpiring decision. Specifically, no coach shall question or comment on balls and strikes, the adjudication of a score dispute, nor any attempt by anyone to influence the umpire's decisions. Judgment calls by umpires cannot be questioned or argued. Failure to comply with this rule may result in ejection from the game, future suspension, or expulsion from the league in extreme cases.

1-2 Team managers may only meet with the umpire regarding plays involving rule interpretation. Both managers must be present in the event a manager wishes to discuss the rules.

1-3 An umpire has the authority to eject any player, manager, coach, fan, or spectator for unruly or unsportsmanlike conduct. Any ejected individual will not be permitted to attend the next game played and will be subject to further consequences deemed necessary by WBYB executive board.

1-4 The throwing of equipment will not be tolerated.

1-5 Spectators are not permitted directly behind the plate areas.



1-6 All comments and cheering must be directed towards one's own team. Any encouragement to one's own team or players with only coincidental reference to the opposing team is permitted (e.g. "Strike him out"). There are to be no comments directed at the opposing team's players or fans.

1-7 Each manager is responsible for his/her own conduct in regard to that of their players, coaches, fans and player's parents.

1-8 Both managers are responsible for the condition of the field and its surroundings - no coach or spectator should disrupt/damage surrounding trees, brushery, or any other park district property. All litter should be cleared before families leave the field.

Rule 2: Players, Field, and Equipment

2-1 Bases are 60 feet apart.

2-2 The front of the pitcher's rubber is 46 feet from the back point of home plate.

2-3 The home team is responsible for preparation of the playing field; this includes the proper placement of bases, chalking the field, etc.

2-4 The away team is responsible for returning the playing field to its original playing condition; this includes routine field maintenance and the returning of bases.

2-5 Prior to the game beginning, the home team supplies two (2) new game balls to the umpire. At game's end, the game balls will be returned to the home team.

2-6 The home team dugout is the 3rd base dugout.

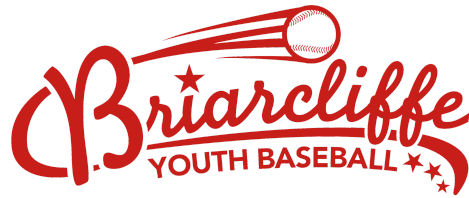
2-7 All players must wear appropriate protective equipment: batters and base runners must wear a helmet (cages or face guard mandatory), catcher must wear necessary catcher's gear (see Rule 2-12). Protective cups are strongly recommended (mandatory if playing the catcher's position).

2-8 Players must be in league-issued jersey, baseball pants, and cleats to play. For safety reasons, players without these standard uniform items will be prohibited from play.

2-9 Teams must field a minimum of eight (8) players at all times or forfeit the game. At least six (6) of the players must be from the team's official roster.

2-10 Temporary (no more than 1 full inning), non-injury related absences (e.g. bathroom breaks) are permitted. Any player temporarily missing whose turn it is to bat will automatically be counted as an out, and the player will automatically resume their place in the lineup upon their return.

2-11 The catcher's position must be fielded at all times. Only players from the team's official roster are permitted to play catcher. No call ups, coaches, siblings, or the like may catch.



2-12 Catchers must wear a catcher's mask, chest protector, shin guards, and a cup.

2-13 On defense, a team with twelve or fewer available rostered players will play every available player a minimum of four (4) innings or half the remaining innings if arriving late. The penalty for non-compliance will be forfeiture of games.

2-14 Rotation Rule: There is no limit for the number of innings a player can play the same position (except Pitcher - See Rule 4-5). Every player must play at least two (2) complete innings in the infield. The pitcher and catcher positions count as infield positions. Incomplete fielded innings cut short due to a temporary absence, injury-related or otherwise, does not satisfy the Rotation Rule. The penalty for non-compliance will be forfeiture of games; however, a team will not be penalized for not adhering to Rotation Rule in the event the game ends early or a player leaving the game early does not return as long as the Rotation Rule was reasonably adhered to up until that point in the game.

2-15 Only two (2) players should have bats in their hands at a time - the batter and the player in the on-deck circle. The on-deck batter's swings should be limited to the designated on-deck circle, which is along the 3rd base fence for right-handed batters and along the 1st base fence for left-handed batters.

Rule 3: Coaching and Play

3-1 Managers are expected to meet with one another and the umpire to exchange lineups and review pertinent rules.

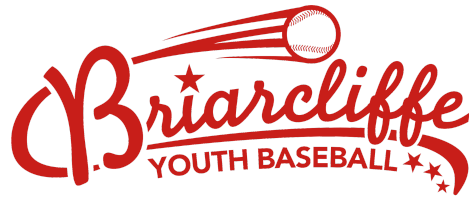
3-2 Both teams are responsible for keeping score during the game. Designated team scorekeepers are expected to confirm the score with one another at the conclusion of every inning over the course of the game. Any difference in scoring shall be discussed between designated team score keepers with managers and umpire(s) present. If a swift and timely resolution in the spirit of good sportsmanship is not reached, the umpire will make a final, indisputable decision.

3-3 Because this division is a continued development of baseball skills and sportsmanship through instruction and practice, managers and coaches are not permitted on the field. For this league, all instruction and advice must be provided from the dugout.

3-4 All games shall consist of six (6) innings - all six (6) innings will consist of kid pitch.

3-5 No new inning can begin once 105 minutes have been played with a "drop dead" time of 135 minutes. If the game ends as a result of reaching the "drop dead" time, the score will revert back to that of the last completed inning.

3-6 If the score is tied after 6 complete innings and time allows within Rule 3.5, an extra inning may be played to determine a winner. If the 6th inning ends after the 105th minute and the game is tied, the game officially ends as a draw.



3-7 Pregame warmups must be limited to the outfield and the dirted, foul territory adjacent to a team's bench - no warm ups will take place in the field of play.

3-8 The defense may field no more than nine (9) and no fewer than eight (8) players at a time while also adhering to the Rotation Rule (See Rule 2-16).

3-9 The catcher position must be fielded every inning.

3-10 The "Five Run Plus" rule is to be used for all regular season games. A team can score no more than five (5) runs per time at bat if the scoring team is tied or leading at the beginning of that half inning. Alternatively, if the scoring team was behind to start the inning, that team may score as many runs necessary to take the lead by five (5) runs. The "Five Run Plus" rule applies to all innings, including the 6th and any extra innings in regular season games (See Rule 8-4 for Postseason).

3-11 Games are official if three and one-half (3 ½) innings have been completed with the home team leading or four (4) innings if the away team is leading. Official games halted by the umpire and not resumed after a reasonable delay will not be replayed or rescheduled.

3-12 Any gameplay suspended with an incomplete inning not contemplated by Rule 3-11 can be finished at a later date. When rescheduled, play will continue from the point the game was stopped (score, outs, runners, count, game regulations, etc.). Any rostered players not in attendance during the original game may play in the continuation of the game regardless of their prior status; however, they will bat at the bottom of the lineup during makeup play. Additionally, the Rotation Rule shall be suspended for the remainder of play when a suspended game is rescheduled.

Rule 4: Pitching

4-1 Kids pitch all (6) innings of each game.

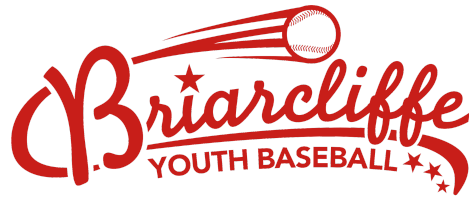
4-2 If a player hits three (3) batters in an inning, the player must be removed as the pitcher.

4-3 Balks shall not be called.

4-4 If catcher's Interference is called by the umpire, the batter takes first base and any other baserunner(s) already on base move up but only if forced to do so; catcher's interference occurs when catcher makes contact with the bat of the batter.

4-5 A player cannot pitch more than one (2) innings per game. One (1) pitch constitutes an inning.

4-6 A pitcher is prohibited from throwing more than 75 pitches in a game. If a pitcher's 75th pitch in the middle of an at-bat, the pitcher may finish that at-bat.



4-7 When a pitcher is removed as pitcher for any reason, the player cannot return to pitch again in the same game.

4-8 A pitcher may not throw on consecutive days if the pitcher exceeds 20 pitches in an appearance.

4-9 Teams must adhere to the USA Baseball Pitch Smart Guidelines on Required Rest (see image below).



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

Rule 5: Batting

5-1 The entire available team roster will bat in order as listed prior to the start of the game. Players arriving after the game starts are placed at the bottom of the batting order.

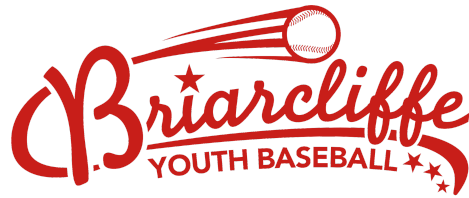
5-2 Batters must be within the batter restraining lines when they swing at the ball. Batters making contact outside the batter's box will result in a dead ball, the pitch will be counted as a strike, and the at-bat will resume. This determination is at the sole discretion of the umpire.

5-3 A batter struck by a pitcher will be awarded first base, regardless of whether the ball hits the ground prior to hitting the batter; however, any ball that hits the batter but is still swung upon is counted as a strike.

5-4 The determination for the result of a checked swing is the sole discretion of the umpire, whose decisions are final and cannot be contested.

5-5 Bunting is permitted; however, slashing is prohibited.

5-6 No Infield Fly Rule.



5-7 No Dropped Third Strike Rule. Batters are out after a third (3) strike regardless of whether the catcher holds the ball. Baserunners on first (1st) base may attempt to advance to second (2nd) base if empty and can be played upon.

5-8 Any tipped 3rd strike caught by the catcher is recorded as an out.

5-9 A batter who permits the bat to be thrown will be warned. A second warning will result in an automatic out, and a final violation will result in an automatic out and an ejection from the game.

5-10 If a batter is unable to complete his turn at bat, the last batter (previous out) would assume the at-bat with the existing count.

5-11 USA Baseball youth bats are the standard for WBYB. Bats can be up to 2 5/8 in barrel diameter. USSSA bats, regardless of barrel size, are prohibited. Any appeal to assess a bat must be done at home plate with both managers and umpire present. A first offense for the use, or attempted use, of an illegal bat will result in a warning with subsequent offenses in the same game resulting in automatic outs and a player ejection from the game. Repeat offenders (teams) spanning an entire season should be reported to the division commissioner for review and potential disciplinary action including, but not limited to, forfeiture of games.

Rule 6: Base Running

6-1 A runner may not leave his base until the ball has crossed home plate. There are no lead-offs.

6-2 Baserunners may steal 2nd and/or 3rd base. Baserunners are prohibited from stealing home regardless of wild pitch, passed ball, or overthrow to the outfield.

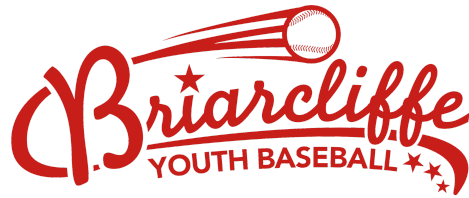
6-3 Baserunners must attempt to avoid contact with a fielder attempting to field a ball. Any collision will be at the fault of the baserunner, and the baserunner will be called out.

6-4 A runner will be called out for deliberately interfering with a fielder. If the contact is excessive, an offending player may, at the discretion of the umpire, be ejected from the game.

6-5 On any batted ball that reaches the outfield grass, runners may advance until the ball comes back to the infield dirt and is in possession of a member of the defense. Baserunners that have rounded the base before the ball reaches the infield dirt and is possessed may advance to the next base and be played upon. If the runner is played upon, no additional bases may be taken regardless of the outcome of the play.

6-6 On any batted ball in the infield, runners may advance a maximum of two (2) bases (e.g. first (1st) to third (3rd) or second (2nd) to home). Runners may not advance more than two (2) total bases regardless of the number of additional overthrows or otherwise.

6-7 Tagging up is permitted without limitations.



6-8 A courtesy runner may be used if the catcher of the next half inning is on base and the batting team has two (2) outs. The courtesy runner must be the player who recorded the most recent out of the batting team.

Rule 7: Call Ups

7-1 For any one game, a team may call up a maximum of three (3) players from a younger age division (Mustang call ups may only come from Pinto Division) if the team would otherwise have fewer than nine (9) players at that game.

7-2 Teams are permitted the option to play with 8 rostered players in lieu of utilizing the Call Up List (See Rule 2-9).

7-3 Teams are prohibited from rescheduling games in which they have six (6) or more rostered players available without exhausting the Call Up List.

7-4 Call ups are prohibited from pitching.

7-5 Call ups are prohibited from playing catcher (See Rule 2-11).

7-6 Any call up from a lower division must bat last.

Rule 8: Postseason Play

8-1 Teams will be seeded in the postseason tournament by the regular season winning percentage. Ties count as a ½ win and a ½ loss. Tie breakers are, in order: head-to-head record, fewest averaged runs allowed, most averaged runs scored, coin toss.

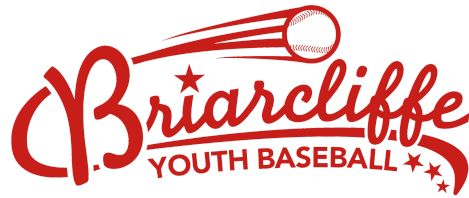
8-2 The higher seeded team in any game will be the home team for that game.

8-3 During Postseason play, a "Mercy Rule" is in effect. Any team losing by fifteen (15) runs after four (4) complete innings or by ten (10) runs after five (5) complete innings will forfeit the game, and the leading team will be declared the winner.

8-4 The "Five Run Plus" rule will not be used during any Postseason game.

8-5 No drop dead time (See Rule 3-5) will be in effect for postseason play. In the event a postseason game is tied once the drop dead time is reached or after the completion of six (6) innings, normal play will continue for the remainder of the current inning, and "California Rules", as defined below, will be in effect for each subsequent inning until a winner is determined:

"California Rules" - Each extra inning will start with one (1) out and the last batted out from the previous inning will begin the half inning on second base. All batters will start with a 1-1 count.



Rule 9: Storm Policy

9-1 In the event of lightning or thunder, all games and practices must be held up until safe conditions are apparent. You must wait 30 minutes after the last sighting of lightning. Treat thunder like lightning. Thunder is the explosive sound emitted as a result of the electrical discharge of lightning. All players and parents must be advised to take shelter or return to their cars.

9-2 Any team(s) not adhering to this policy will face the following consequences:

- In a game situation, each manager will receive a written warning from the League Executive Committee.
- In a practice situation, the team manager will receive a written warning from the League Executive Committee.
- If any manager receives more than one written warning, he/she will be under review for further discipline from the League Executive Committee.
- Appeals may be made to the League Executive Committee.

9-3 Prior to the start of the game, Managers of both teams (and the Division Commissioner, if necessary) have the authority to determine if the game should begin in the event of poor playing conditions or threatening weather. Coaches will notify families at least 1 hour prior in the event a game is canceled.

9-4 Once a game has started, both managers (in concurrence) have the authority to stop or resume a game because of weather or playing conditions. When making this decision, the goal is to err on the side of caution and the welfare of the players.

9-5 Games suspended or postponed must be rescheduled with the Division Commissioner within 24 hours and replayed within ten (10) days, or the Commissioner will reschedule the game for the first available field opening.