



DICKINSON MUSTANG BASEBALL LEAGUE RULES

While Dickinson Mustang Baseball generally follows the rule book published for the Cal Ripken Division of the Babe Ruth League, the Dickinson Mustang Baseball Board has adopted a few variations to those rules. A summary of these rule variations is provided below.

GAME PLAY

- We play **5 inning games** in all divisions.
- In an effort to keep things on schedule, new innings may not start after **1 hour and 15 minutes**, even if it is the last game of the night. If the score is tied, it will be marked down as a tie. There will only be extra innings if time allows.
- Keep the games moving by having your players hustle in and out every inning.
- **Courtesy Runner:** You can use a courtesy runner for your catcher in any inning. The player that made the last out of that inning will be the courtesy runner for the catcher.
- Games are called due to rain count if 3 or more innings have been completed. **We will do our best to reschedule the postponed games.**

LIGHTNING DELAY PROTOCOL

- Any Dickinson Mustang Baseball Board Member on-site is responsible for monitoring weather conditions using the Lightning app and communicating any delays to coaches, umpires, volunteers and families at the facility.
- If lightning is detected within **10 miles of the complex**, play will be suspended for **20 minutes**.
- Each new lightning strike resets the **20-minute delay**.
- **Safety is our priority: We encourage all players, coaches, volunteers, and families to vacate the complex during a delay.**
- If lightning is detected within **5 miles**, **all players, families, and volunteers** are required to move into their vehicles for the duration of the **20-minute delay**.
- **Coaches are responsible for supervising any players whose parents are not present during a lightning delay.**

SHOES

- Shoes with metal cleats of any kind are not permitted for any player or coach. All players must wear closed-toe shoes to participate in games.

BATS

- All non-wood bats must have the USA Bat Marking. The Barrel Maximum is 2 5/8". No BBCOR or USSSA Bats are permitted in the Cal Ripken Division.
- If a player throws his bat after hitting and it goes more than a couple feet from the batter's box, the player will receive a warning. The next time he throws the bat, he will be called out. If he throws it again at any subsequent at bats, that game, the player is out.

DICKINSON MUSTANG BASEBALL

7/8 LEAGUE RULES

- Each batter gets up to 5 pitches, good or bad. After the 5th, they must swing and can continue fouling off pitches until they hit or strike out. Three (3) missed swings results in an out.
- Base runners may advance **ONE** base per overthrow at their own risk. If multiple overthrows occur on the same play, runners may continue advancing one base per overthrow. Advancement stops when the pitcher gains control of the ball within the pitching circle, and all runners must either return to their base or stop advancing immediately.
- We encourage teams to play all players present at the game to play in the field. Infielders must be in “traditional” infield positions and Outfielders must be in the outfield grass. The pitcher must have 1 foot on the mound parallel to the rubber. All players will be in the batting order. Two coaches may be in the field when their team is on defense. One coach may be placed by the batter/catcher.
- Dickinson Mustang baseball encourages teams to rotate all players into different positions throughout the games and season.
- All teams will use the pitching machines provided by Mustang Baseball. One coach from the team batting will operate the pitching machine. A batted or thrown ball that strikes the pitching machine will be considered a live ball. An umpire will be provided to enforce the rules and ensure fair play.
- 7/8 league cannot pick up players as there is no younger division to pick players up from and all players must be registered with the league to play.
- Stealing is not allowed. Players are not allowed to advance on wild pitches or passed balls.

MAX RUNS PER HALF INNING

A maximum of 6 runs may be scored per half inning. Once a team has scored 6 runs, the half inning is over. If a team has scored 5 runs in their half inning and they have 3 runners on base, and the batter hits a double, only the first run will count (the 6th of the half inning,) and the inning will be immediately over.

The 6-run rule is in effect for all innings. This is for competitiveness, development of players and batting opportunities.

RUN RULE

If a team is ahead by 15 runs after 3 innings or 10 runs after 4 innings and the home team has had a chance to at bat, the GAME IS OVER. If the home team is ahead by the run rule, the game is considered over, and the score is recorded. If time allows and the coaches agree, the teams can continue to play until the end of the allotted time.

DOUBLES ONLY

A batter may only advance to second base after a batted ball is put into play.

DICKINSON MUSTANG BASEBALL

9/10 LEAGUE RULES

- Can pick up players, only if the team has less than 10 players. Players must be picked up from the 7/8 division. Pick up players cannot pitch. Regular roster players **must** be played before pick up players.
- A maximum of 10 defensive players may be in the field at a time. We encourage coaches to rotate players' positions throughout the season.
- All players must be in the batting order.
- Players are allowed to lead off or steal a base **once the ball has crossed home plate**.
- 9/10-year-olds will play on 60' bases and 46' mound.

PITCHING LIMITS

Here is a chart of the required rest for pitchers from any games they play.

TOURNAMENT PITCHING REST REQUIREMENTS				
AGE	DAILY MAX (PITCHES IN A DAY)	REST PERIOD		
		0 DAYS	1 DAY	2 DAYS
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+

- Once a pitcher is removed from the game, they are not allowed to re-enter the same game as a pitcher.
- A maximum of 5 warm up pitches between innings will be allowed.
- There will be no pitcher to catcher or catcher to pitcher position changes. If a player pitches or catches for any length of time, that player will not be allowed to play the opposite position for the remainder of that game.

MAX RUNS PER HALF INNING

A maximum of 6 runs may be scored per half inning. Once a team has scored 6 runs, the half inning is over. If a team has scored 5 runs in their half inning and they have 3 runners on base, and the batter hits a triple, only the first run will count (the 6th of the half inning,) and the inning will be immediately over.

The 6-run rule is in effect for all innings. This is for competitiveness, development of players and batting opportunities.

RUN RULE

If a team is ahead by 15 runs after 3 innings or 10 runs after 4 innings and the home team has had a chance to at bat, the GAME IS OVER. If the home team is ahead by the run rule, the game is considered over, and the score is recorded. If time allows and the coaches agree, the teams can continue to play until the end of the allotted time.

NO STEALING OF HOME PLATE

Stealing of home plate due to a wild pitch or a passed ball is not allowed.

DICKINSON MUSTANG BASEBALL

11/12 LEAGUE RULES

- Can pick up players, only if the team has less than 9 players. Players must be picked up from the 9/10 division. Pick up players cannot pitch. Regular roster players **must** be played before pick up players.
- A maximum of 9 defensive players may be in the field at a time. All players will be in the batting order. Players rotate positions at the Coaches discretion.
- 11/12-year-olds will play on 70' bases and 50' mound.
- Leading off and stealing is allowed.
- Batters may advance to 1st on a dropped 3rd strike with no runner on first or with 2 outs.

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